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### ON THE CD



### COLIN MCRAE RALLY 2.0 PLAYABLE

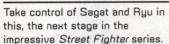
The best rallu game ever just oot better. Buckle up and take a spin through Colin's three new circuits

### N-GEN RACING PLAYABLE

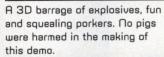


Flight sim or racer? N-Gen Racing is a bit of both. Five minutes of oure blasting fun awaits you.

### STREET FIGHTER EX2 PLUS PLAYABLE



### HOGS OF WAR PLAYABLE





### DESTRUCTION DERBY RAW VIDEO

Kick up your feet and let motorised carnage ensue, with this third instalment



### IN COLD BLOOD VIDEO

A sneak peek at In Cold Blood in all its cinematic splendour. We trust you'll be pleasantly surprised.

### JEDI POWER BATTLES PLAYABLE

Lightsabres at the ready? Good. Prepare to battle on through the Trade Federation Battleship in our demo.







## Welcome to Official PlayStation Magazine

AND TRY BEFORE YOU BUY.

# PlayStation Magazine 37

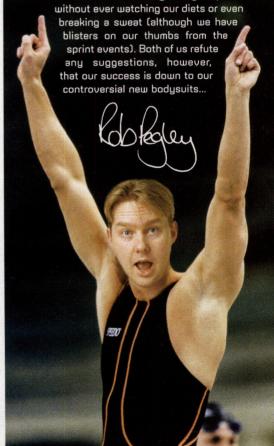
## Ouite an issue.

We've been practicing for the Olympics. We've had a run-in with the law (they let us off with a warning). We've seen the best PlauStation game ever (Metal Gear Solid 2). We've met Matt Hoffman, Colin McRae and Tony Hawk. Loads, really. But first the future...

Voting starts this issue to find the greatest 50 PlayStation games of all time. Based on your votes, the second annual Official PlayStation Readers Top 50 will appear in the November issue, with the winner receiving all 50 games. It's a fantastic prize and one that only Official PlayStation Magazine regularly offers. Turn to page 82 to register your votes now. It's too good to miss out on. Back to this issue...

Metal Gear Solid 2 is just an incredible achievement. It'll be too late to make our Readers Top 50, but it should prove to be the greatest game of all time, and I'd stake my reputation (hey, it's not worth much) on it topping any similar reader polls next year. We take you through the action minute-by-minute and talk to the game's creator Hideo Kojima. A six-page special starts on page 44.

Finally, you may have noticed that Australia has a sporting event coming up soon. No, not the Cromer Indoor 5-A-Side Soccer Spring Season. I talk, of course, of the Olympics. Jason Hill has written the world exclusive review of Sydney 2000. This is the game that will celebrate the greatest sporting event the world has ever seen, which is being held on our doorstep only a matter of weeks away. After much practice, Jason and I have managed to break world records in as many as eight sports,



## **PlayStation** MOHO VIDEO

PlayStation

### A real lucky dip of a game, is MoHo - platforming, fighting and skateboarding. See it,

## and marvel. TOMBI 2

Roll up and see the bizarre mixture of 2D and 3D action in Tombi. Safe, when taken as directed.

VIDEO

### RONALDO V-FOOTBALL VIDEO

The finest forehead in football puts on a show - especially for you.

### DOWNLOAD

Colony Wars: Red Sun, Rollcage Stage II, Fear Effect and Driver cheats to download and keep forever.

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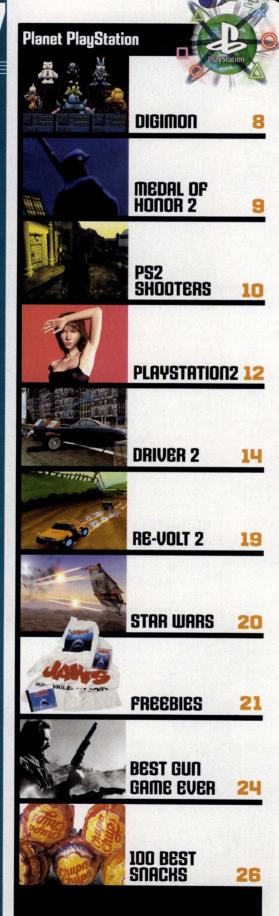
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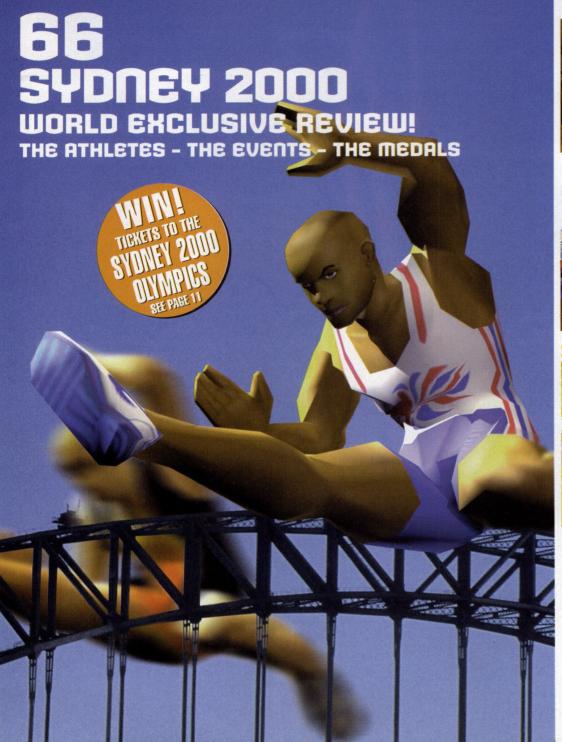




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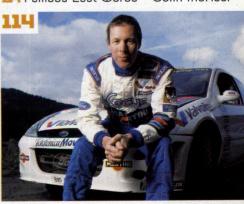


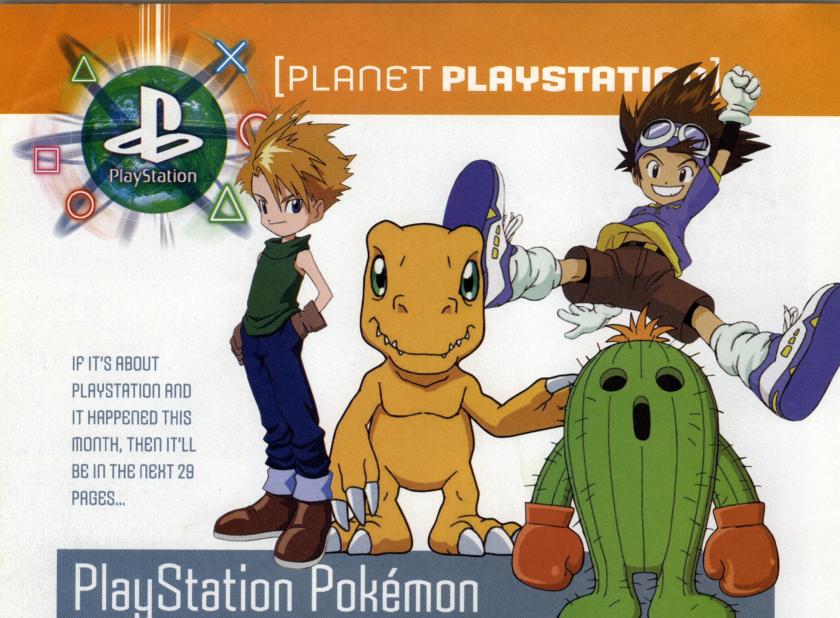
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<u>DIGIMON</u> WORLD SET FOR RELEASE

op publishers are scrambling for the rights to bring Japanese toy giant Bandai's Digimon World to PlayStation. The game was a huge success in Japan, where it was published in-house, and it is strongly fancied to capitalise on the Pokémon phenomenon in Australia and NZ.

Essentially, Digimon is Bandai's answer to Pokémon and is about to give PlayStation owners an alternative to squinting at a Game Boy.

While America is already gearing up for the sequel to Digimon World, local gamers can expect the first instalment of the videogame before Christmas this year. Digimon World is an environment with 117 individual monsters, each with its own set of special powers and battle statistics.

Like its arch-rival, Digimon is a role-playing game where players seek out and capture creatures - digital monsters (hence Digimon, clever, eh?) - and then pit them against one another in battles. Each Digimon can evolve into more powerful forms and training can also enhance them.

The plot of the game mirrors that of the Digimon TV series. You have to capture all the escaped monsters and return them to File City. The protagonist, Greymon, and his trainer must capitalise on the rebuilding of File City to battle against evil. Digimon World is due to arrive here in September with a publisher to be announced soon.

"DIGIMON IS A ROLE-PLAYING GAME WHERE PLAYERS SEEK OUT AND CAPTURE CREATURES ... AND THEN PIT THEM AGAINST ONE ANOTHER"





# Heil The Nazi Shooter

MEDAL OF HONOR SEQUEL TAKES SHAPE

ot content with giving us one of the PlayStation's finest first-person shooters. Dreamworks Interactive is well into development of a second. PSM spoke with Lynn Henson, Underground's lead designer.

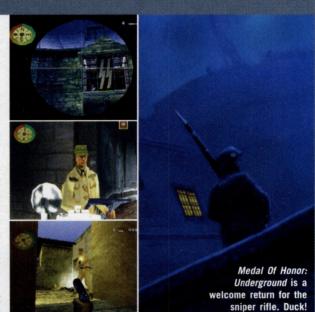
"Underground has a new main character, Manon, limmy Patterson's spy-master from the first game. She starts in the French Resistance and eventually gets recruited to the Office Of Strategic Services. There's even an upgraded Disguise mode, where Manon poses as a photographer."

Of course, these sneaky goings-on don't preclude the fact that Underground will be as much about satisfying gunplay and mowing down Nazi scumbags - and their dogs - as the first game. Naturally, there'll be more variety in terms of the weapons on offer, and a lot more of the scenery will be interactive. "You'll still be fighting those guys [Nazi soldiers] in Underground, but now they've brought more stuff with them." What stuff? Lynn elaborates, "The enemies have tanks, halftracks and motorcycles."

There are plenty of other tasty features being ploughed in, too, such as objects that cause damage by falling on enemies' heads and - intriguingly companions. "The buddies, as we're calling them, are still being tuned, but the results have been very promising so far. Holding off hordes of Nazis while your buddy is trying to pick a lock is going to be very cool."

Underground is set to be a bit more of a globetrotting affair than its predecessor. "We have a greater variety of locations, ranging from Morocco to Italy, Greece and, of course, France and Germany", says Lynn.

The main motivation for the development team seems to be to re-create the experience of the first game, while providing a lot more variety. The game is currently sized at 24 levels, each uniquely styled, and around the same size as those of the previous game.





Sabotaging communications equipment and other strategic targets forms the foundation of Underground's mission structure.

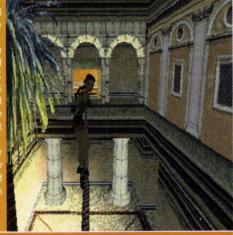
LARA RISES FROM THE GRAVE FOR TOMB RAIDER: CHRONICLES

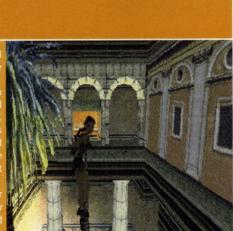
now erroneously titled *Last Revelation*.

Speaking exclusively to *PSM*, Core Software's operations manager Adriar

into a tomb. We're going to carry on this premise through *Tomb Raider V* It shows flashbacks by colleagues you'll have met in her earlier adventure. with Lara." The missions will take place in four new locations and include new costumes, weapons, enemies and both the 16-year-old and adult versions of Lara.

is still in R&D but, "People will be very shocked, it's not just Lara running around in Next Generation [working title] comes out of what happens in Chronici We'll bring you more on Lara's future exploits soon.







# Next Gen

**ELECTRONIC POSTCARDS** FROM THE EDGE

You know a videogame is truly great when you're talking about it in the same terms as you do movies. When you're in the pub, saying things like, "And what about that bit in *Metal* Gear Solid when Psycho Mantis reads your mind by checking the game saves on your Memory Card? How cool is that?" Videogames may not yet have been elevated to the level of art, but they nevertheless retain the ability to make an impact that will stay with you for years.

Metal Gear Solid 2 has already made an enormous mark on the videogame industry, and that's chiefly down to its creator's obsession with movies. The game positively drips with elements lifted from the world of cinema (you simply will not learned eye can spot). In another industry, the music business, for example, such a brazen 'tribute' might be slagged to smithereens, but as far as videogames are concerned, this kind of content, delivered by an expert hand, can only drive the medium forward.

It's no coincidence that watching The Matrix sometimes feels like watching a videogame with the action volume cranked up to 11. It's no secret, either, that the team at Reflections, responsible for Driver, obsessively poured over car-chase down to create its most interesting game to date.

Looking to use PlayStation2's grunt more capably than any other title, what we've seen of Metal Gear Solid 2 emphasises how the worlds of film and game are coming closer

A writer friend of mine once said that the best advice he'd ever received was "Plagiarise, plagiarise, let nothing ever evade your eyes." A cynical credo, for sure, but if it means more games of Metal Gear Solid 2's quality, it's one more developers should consider adopting.

Tony Mott is editor of Edge

## PLANET PLAYSTATION

EA has canned Rughy 2001 for PlayStation, choosing instead to focus on the game for its upcoming PC release. A press release stated: "stay tuned for further details on the launch plans for Rugby on PlayStation2 in 2001".

In Year Of The Dragon, Spyro and trusty sidekick Sparx return for their third outing. This time out, a wicked sorceress has nicked a big pile of dragon's eggs from Dragon World and it's down to Spyro to get them back.

Soho Studios has focused on the AI of the players in This Is Soccer 2 to make it more realistic. It has also nabbed the icon system from the Total NBA series, which should make passing and shooting more fluid than its predecessor.

### Muppet Monster Adventure

stars Kermit's nephew Robin and introduces a bunch of new fuzzy beasts, A 3D platformer, Robin attempts to rescue Kermit and others who have been changed into slavering beasts, Business as usual for Animal, then.

Activision's Blade is based more on the original Marvel comic than the Wesley Snipes movie. A martial arts bonanza, you carve your way through 21 levels and 34 types of vampire in an attempt to save Whistler from the clutches of the Night Beast.

In Donald Duck: Quack Attack. Disney's feathered fool is subject to mood swings, so when things don't go his way expect foot-stomping, crossed arms and wild flailing...

Legacy Of Kain: Soul Reaver II will now be a PS2 release only. Raziel will be surfing the timestreams back to Kain's time to do battle with his vampire chums, and maybe the big man himself. if Raziel can find him.

Aladdin's off to save the city of Agrabah from Jafar and his evil sorceress sister, Nasira, in Aladdin In Nasira's Revenge, due for an October release.

Eidos has secured the rights to forthcoming animated movie. Chicken Run. Set in '50s Yorkshire, it follows a group of chickens that attempt to throw off their shackles in a bid for freedom.

# PS2 On Target

SHOOT 'EM UP BONANZA ON THE WAY

our of the world's top publishers - Activision, Eidos, Infogrames and Electronic Arts – are to release first-person shooting games on PlayStation2.

Prettiest at present is the Eidos thriller Timesplitters (previously known as Time Splinters). The game is being developed by Free Radical Design, an outfit made up of ex-Rare staffers. Drooling undead priests and cartoony psychotic cyborgs frequent the kill zone. Two key features make Timesplitters stand out - the stunning split-screen multiplayer mode and the ingenious map editor.

If you were wondering what happened to Unreal on PlayStation, the answer is that it's relocated to PS2. PSM had a go on a very early version of the game at E3 but wasn't too impressed. Infogrames isn't too happy with the control method either and is definitely looking at designing it for a mouse rather than a controller. The game engine needs tweaking as well, as it was a tad too juddery for our liking. Unreal, however, will have the honour of being the inaugural online game for PS2.

The big brother to the PlayStation version, The World Is Not Enough PS2 uses the Quake III Arena game engine. PSM was privileged to obtain a behind-closed-doors peek at an early version and can report that it's looking very fine indeed. It follows the plot of the film closely and includes friendly characters to help you in your mission, as well as all manner of cunning adversaries ever-quick to dive for cover. The big concern is that EA is unsure if the finished game will run at 60 or 30 frames per second in single player.

A refreshing twist is added to the walk-and-destroy formula by Activision's Gunslinger. Rustling you off to the Wild West. you are invited to take on the role of a freelance shootist, a character who can use his skill with a sidearm for good or evil ends. In your quest to revenge yourself upon an evil land baron, you'll have to learn to stay on your horse, hijack stagecoaches, you'll have to learn to stay on your notes, and two take on the local card sharps at their own game, and pull two pistols at once.









Big guns bring first-person shooters to PS2 - (left to right) Unreal Tournament, Timesplitters, Gunslinger and The World Is Not Enough.

### Homer's Odyssey THE SIMPSONS GRAPPLE WITH REALITY



arenas. There's also a two-player grudge match that lets you act out fa tiffs from the show. Figure Mr Burns could take on Homer? Get it or

Quiz and Bart's Wedgie. Power-ups add yet more pep to the comic capers in the ring. Grab chocolate doughnuts to speed up the action, whack Homer round the bonce with skittles and chew on bubble gum to slow down the Springfield. There's Moe's Tavern, Barney's Bowl-A-Rama, the Kwik-E-h and the Power Plant. The game is due in summer — too far away. D'oh

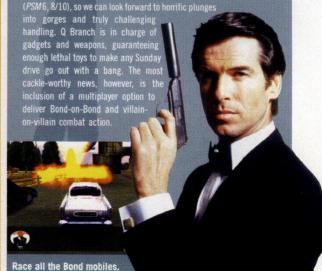
Special powers in The Simpsons Wrestling include a belch of Duff beer.

## Mr Bond, I Presume 007 TO GET YOUR HEART RACING

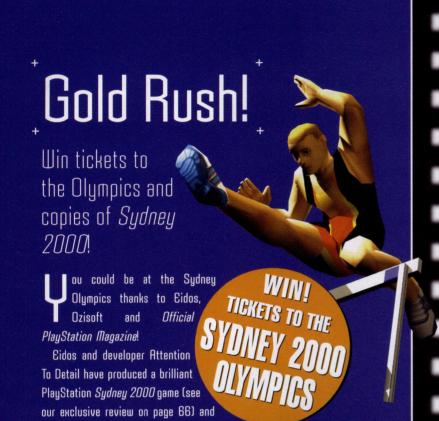
The World Is Not Enough will be accompanied on PlayStation by a game currently titled 007 Racing. Electronic Arts says the new racer will recreate classic car chase moments from the Bond films based around a new storyline. Take your place behind the wheel of the Lotus (*Octopussy*), BMW (*Tomorrow Never Dies*) or, best of all, the classic Aston Martin DB-7 and do battle with a parade of familiar villains and those invented

especially for 007's first motorised outing.

There will be 15 missions ranging from *Driver*-esque purs gloriously explosive vroom-by assassinations. Don't expect to just to cope with car-borne assailants either, as heavily armed helicopters swoop down to test your bulletproof screens. *007 Racing* is bein, developed by Eutechnyx, creator of the sadly overlooked *Total Drivit* 







2000 so they can go for gold in their very own lounge room. At the time of going to press, the Games tickets have not been allocated, so

Olympics and a copy of the game. Five runners up will each win a copy of Sydney

to celebrate we're offering two tickets to the

we can't say what event you'll be attending, but they could be the swimming or athletics finals!

To win, in 15 words or less just tell us what Olympic sport not found in Sydney 2000 on PlayStation should be included in the Athens 2004 videogame and why.

Write your answer on the back of an envelope along with your name, address and phone number to Sydney 2000, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. Entries close September 7 and the winner will be contacted by phone.



Dr Hollywood is knocking. Let the man in, please.

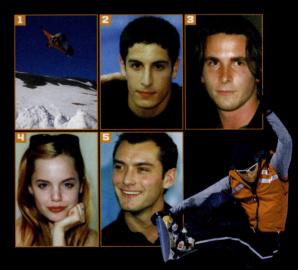
# Cool Boarders

- "Meet the kings of the surf. One problem. The weather..."
- Robert Rodriguez

It's the Snowboarding World Cup in, err, Austria somewhere. All the luminaries of the snowboarding world are there. Inside one of the chalets, three sappy surf dudes from California, who have never seen snow in their lives, are ploughing through some kind of community service (bear with us). One of them hooks up with the bored daughter of one of the event organisers, and she convinces them to enter the tournament in order to beat the arrogant stars Jimmy Halopoff, Jim Rippey and Rimmer Korsikovski, or something. The stars try to scupper our heroes, but are constantly thwarted by clever, comedy ingenuity. Our heroes win, the most likeable guy gets the girl, and the punters head off to the skate park.

It's a fish-out-of-water comedy for the baggy-trousered youth

Remember Cool Runnings? Jamaican guys do the bobsleigh? They said that wouldn't work. And it didn't. Still, Rodriguez has proved that he can direct speedy action and work with kids (The Faculty), and if anyone's going to cash in on mildly dangerous sports, he'd better do it now while there's a universal PlayStation connection. Think of the potential for product placement! Anyone? Hello?



- 1. Snowboarding supremo Jim Rippey Himself 2. Zak (the oversexed one) Jason Biggs (*American Pie*)
- 3. Darius (the dedicated one) Christian Bale (American Psycho)
- 4. The event organiser's daughter Mena Suvari (American Beauty)
- 5. Marco (token non-American and classy one) Jude Law (Gattaca)

# Countdown To PS2

s October 26 draws closer and closer, more details are emerging on the biggest console launch in the history of videogames. The PlayStation2 hype is building by the minute. Sony has confirmed that it will offer at least *Ridge Racer V, Tekken Tag Tournament, F1* 2000 and Fantavision at launch.

Third party developers are also beginning to show their hand. Ozisoft has confirmed that Konami will have International Track & Field, Silent Scope and Gradius ready for launch.

Official PlayStation Magazine suspects we'll also see the following titles on shop shelves on launch day: Nascar 2001, Munch's Oddysee, Dead Or Alive 2, Street Fighter EX3 and

Titles that should arrive before Christmas include: FIFA 2001, Episode One: Starfighter, Gauntlet: Dark Legacy, Madden 2001, SSX, X Squad, Swing Away (Paradise Golf), Theme Park World, Summoner, Unreal Tournament, Evergrace, Armored Core 2, Eternal Ring, Smuggler's Run, Midnight Club, Drakan, The Getaway, Dropship, Extermination, NFL GameDay 2001, NHL FaceOff 2001, Ready 2 Rumble 2, The World Is Not Enough, Oni, NHL 2001 and NBA Live 2001.

Sony has told PSM that many retailers have already begun taking pre-orders for PS2. Given that advance orders could outstrip the numbers of consoles arriving for launch day, PSM recommends anyone wanting to own a PlayStation2 on October 26 should place an order before the launch to avoid disappointment.

The countdown has begun...











[1] Force Of One uses fully interactive characters that question the way you play the game. [2] FIFA gets a makeover for PS2. [3] Madden 2001's animation is simply astonishing. [4] Munch and Abe meet up and head out to Oddworld in Munch's Oddysee. [5] The imaginative Gunslinger is looking way better than expected. [6] Episode One: Starfighter - a next generation game for a next generation machine. [7] Timesplitters possesses crystal clear beauty. [8] Super Bombad Racing offers eight Star Wars characters in their own knockabout racer. [9] The World Is Not Enough uses the Quake III Arena game engine. [10] Unreal Tournament will have the honour of being the inaugural online game for PS2.







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Hey, it worked! People have started sending us things to brighten up our office. Those nice people at Nestle sent us a whole heap of new Wonka lollies. It's gobstopper frenzy in the PlayStation office. We've also been chilling to the sounds of Alex Lloyd, Richard 'The Verve' Ashcroft, Doves and Bentley Rhythm Ace thanks to Simon Blackmore at EMI. Big shout going out to you from the PlayStation posse, Simon (that's muso speak, which translates as 'thanks mate!'). And we've been playing them on our brand new Sony stereo!

If you want us to feature your products, simply send them to us and we'll include them. If we like 'em. Send all goodies to: Wanted, Official PlayStation Magazine, 54 Park Street, Sydney NSW 1028. This month we'd like..

### Top Ten Most Wanted

- 1. Sneakers from Nike or Adidas (call us for sizes)
- 2. Microwave meals
- 3. Chips and miscellaneous heavily-salted snacks
- 4. An account at Star City 5. A putter, putting cup and golf balls
- 6. Boogie boards
- 7. Some quality red wine and tickets to the opera
- 8. Huggies (4-8kgs and upwards)
- 9. Jeans from Levis or Calvin Klein (call us for sizes)
- 10. Comedy videos (Seinfeld, The Simpsons, The Castle etc)



# Cop A Load Of This

DRIVER 2 TURNS A CORNER

e're happy to report that Driver 2 is coming on a treat since we saw it last. The style of the original remains, but the new features promise a sequel that'll be far more than Driver with fluffy dice.

PSM took a tour round the Havana (Cuba) level and was astonished by the difference curved roads make. Not that we really noticed their absence from Driver, but in Driver 2 alleyways are excitingly twisty and cities give way to country roads sweeping through woods that make a pleasant change of scene. What else did our well-trained eyes pick up? Traffic density is up, along with its dark twin: weaving like a drunk through a slalom course.

But what about the cars? Last time we met, Driver 2's automobiles were naked wireframes.

Now they're swaddled with 30 per cent more polygons than they got in the original game and are looking rather saucy to boot. With Tanner able to use his legs we were able to roam the streets nicking buses, ambulances, Chevys, Cadillacs and stretch limos. Classy.

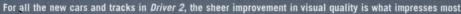
Reflections boss Martin Edmonson told us there will be fresh mini-games that'll be playable in that much-anticipated split-screen two-player mode. You won't be able to play the campaign in splitscreen, but you can't have everything. For more on the missions, storyline and characters look up our Driver 2 feature in PSM 33 and look forward to loads more Driver 2 coverage in PSM (including a full preview next issue) before it's released by Infogrames this November.











## Star Commando

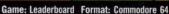
TO INFINITY AND BEYOND WITH BUZZ LIGHTYEAR



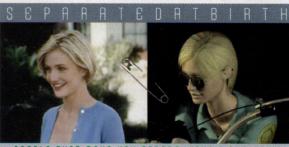


Is it a racer? Is it a shooter? Hmmm, it's a bit of both actually.





Whether you have a penchant for dressing up in loud trousers or think it's a good walk spoiled, golf translates brilliantly into a videogame. Leaderboard must be considered the great granddaddy of all golf games, pioneering the swingometer used in virtually every golf game ever released since Leaderboard hit the shelves in the mid '80s. The swingometer refers to the player hitting the button to start the golfer's backswing, then hitting it again to make the shot. Hit too early or late and you'll hook or slice. With realistic graphics, Leaderboard was justifiably hugely popular. and ruled the roost on every gaming format known to mankind until a little company called Electronic Arts copied the formula and released PGA Golf on 16-bit consoles. You'll now only find copies of Leaderboard at your local market for 20c, while EA is still selling the same PGA game year after year for \$79.95...



### PEOPLE THAT MAKE YOU SCREAM, "SHE'S THE DNE!"

### NO.5 THERE'S SOMETHING ABOUT CAMERON

If they ever make Silent Hill into a film then there's only one choice for the female motorcycle cop in the black leather pants. Step forward Ms Diaz. The star of A Life Less Ordinary and Very Bad Things would be ideal for the part, even if she had a bad hair day a la There's Something About Mary. The same fair hair, the same eyes, yep, there would be no need for, ahem, The Mask...



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COMMUNICATE ON A HIGHER LEVEL







# orient express

atest news from the streets of Tokyo...

## On A Mission Namco to release Tales Of Eternia





amco's Tales Of Eternia features richly detailed 2D graphics, a mix of side-on and overhead environments, and absolutely bonkers battles in which (like One Fourth, below) you control one character at a time, while the rest go mad with whatever pattern of Al behaviour you've assigned to them.

There are six main characters. Rid Hershel is the 18-year-old hunter and swordsman who makes a predictable lead, and he's partnered by the 17-year-old Farrah Oersted. The brains of the operation belong to Keel Zeibel, a student of magic, with some help from Chat the pirategirl and Fomalhaut the merchant. Last, but definitely one of the most intriguing characters, is Melody, who not only has a cute pet called Ouickie, but is said to use it as her weapon in battle. The RSPCA switchboard will be jammed.

The game system also features creatures called Klemells, summonable spirits who reside in crystals and are said to resemble the Guardian Forces of Final Fantasy. Keel Zeibel has the power to channel the spirit energy from the crystals, resulting in powerful magic spells.

In lighter moments, Eternia possesses a strong sub-game mentality. Whether it's white-water rafting, beach volley ball or simply hide-and-seek, lots of ordinarily passive events are made interesting by the addition of player challenges.

Tales Of Eternia is due for Japanese release later this year. No news of any possible translation as yet, but here's hoping.

## ONLYINJAPAN

## Happy Salvage

[Media Works]

How would you like to dive for treasure, explore sun-drenched islands and date the girls on the beach? Well, it might sound great, but only the Japanese could come up with a way of doing it indoors, on your own, after dark. Happy Salvage is supposedly an ocean adventure: you'll investigate sunken ships, plunder pearls from clams, and trade your finds for better, deeper diving equipment. Mostly, though, you'll be dating virtual girls. Indoors. On your own. After dark...



# se girls are willing.

### Top 5 - Readers' Favourites

Vagrant Story	(Square)
Breath Of Fire IV	(Capcom)
Tekken Tag Tournament [PS2]	(Namco)
Ridge Racer V [PS2]	(Namco)
Kessen [PS2]	(Koei)

Top 5 - Sales

	Breath Of Fire IV	(Capcom)	
	Space Battleship Yamato: S	Soldiers Of Love (E	Bandai)
	Fever 2 Sankyo: Official	Pachinko Sim	(ICS)
	Brave Saga 2	T)	(Takara)
	EverGrace [PS2]	(From Sof	tware)

Top 5 - Eagerly Awaited

Final Fantasy IX	(Square)
Dragon Quest VII	(Enix)
Final Fantasy X [PS2]	(Square)
Onimusha: The Demon Warrio	r [PS2] (Capcom)
Tales Of Eternia	(Namco)

\*Charts supplied by *Dengeki PlayStation*, Japan's top-selling PlayStation magazine

### One Fourth

Developer: Prom Software Japanese release: Summer 2000 Local release: Not announced



A 3D action RPG with an enourmous story to follow, One Fourth is another PS2 monsterbash from the makers of Eternal Ring. The eight playable characters excel at either combat or spell casting, and the title refers to the fact that you get to control a party of four. A neat control system means that you can attack with one, get them into position, and then swap to another character with a single button press.

### Taimu Bokan Go! Go!

Developer: Bandai Japanese release: Winter 2000 Local release: Not announced



It's no surprise that Bandai's new kart racer is based on a popular anime aimed at a younger audience. You choose from 14 teams, reminiscent of those in Wacky Races, with the roster being comprised of seven heroes and seven bad eggs. Packed with 'crazu' power-ups and colourful courses, the League mode enables you to collect points that can be traded in for engine tune-ups or improved handling.

### Harvest Moon

Developer: Natsume Japanese release: Out nou Local release: Not annou



A PlayStation update of the SNES and Game Boy cult smash, this is essentially a farm sim in which you have to milk cows, herd sheep, feed chickens and pull up oodles of home-grown veggies. There's a vague story too, as bizarre as it sounds, but the simplistic and appealing strategy makes for a remarkably addictive experience. Also, you don't necessarily have to get up at 4am to start playing it...

### Otaku Youth

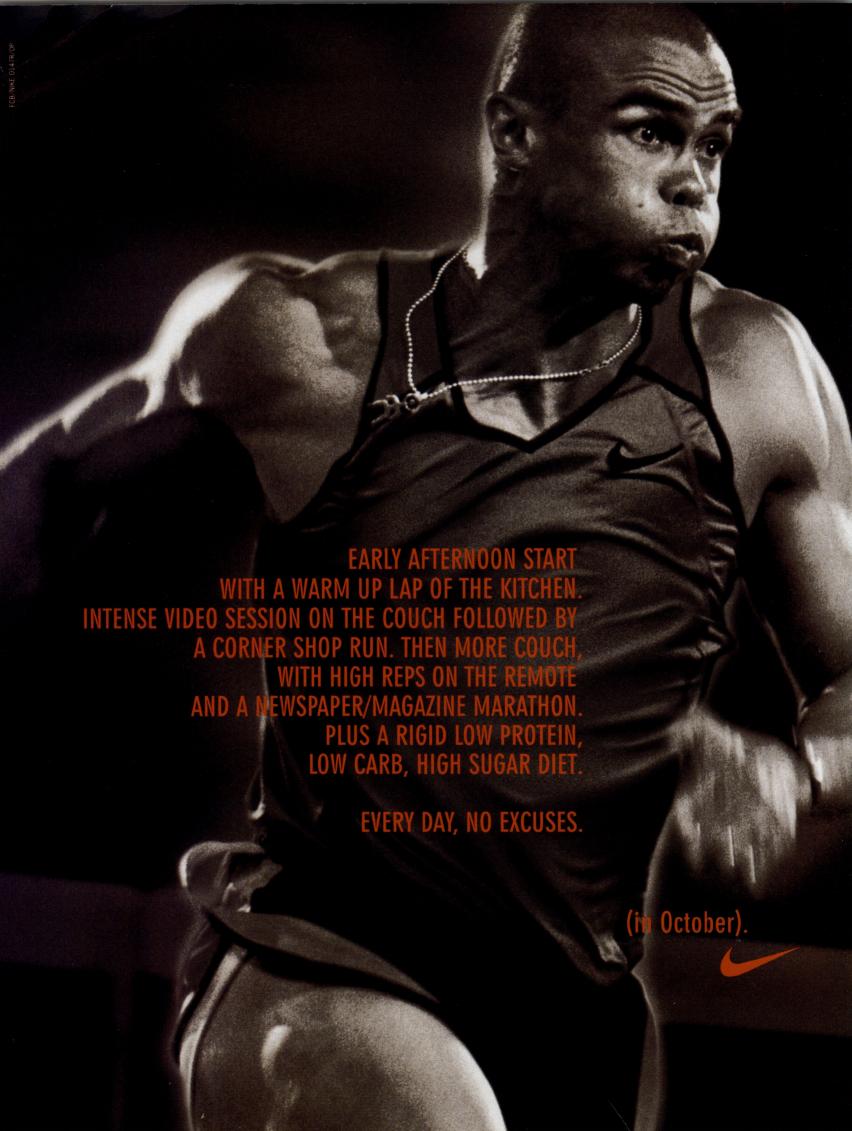


The pause before the summer release deluge has meant a quiet time here for a change, with all eyes now on the West and most of the news regarding Japanese games seeming to break in the US first. Just to rub it in, Square has confirmed that its cinematic PS2 brawler The Bouncer will appear in the States long before it gets a Japanese release (though with all the rumours of troubled schedules and key staff leaving that project, nobody here would be surprised by a delay).

As you'll know by now, Hideo Kojima's been busy too, though with promotion as much as game design. Interviewed by Weeklu Famitsu, the man behind MGS 1 and 2, Policenauts and Snatcher (oh, and lets not forget cutie schoolgirl love-match Tokimeki Memorial...) turned in a deep, philosophical interview on the nature of the human essence. Portunately, our interview this issue has him revealing the new weapons, characters and story details of Metal Gear Solid 2. Think you're missing out by not reading those 'oh-so respected' Japanese mags? This summer. think again. - Ninja X









## PLANET PLAYSTATION

RE-VOLT 2 IN COLD BLOOD

# High Voltage

RE-UNIT 2 POILIERS LIP

Re-Volt was a curious fish. Half simulation, half knockabout Crash Team-style arcade racer, it never really knew whether it was coming or going and, as a result, didn't plant itself in our affections as firmly as we'd hoped. Harvey Elliott of Acclaim's Cheltenham Studios told us, "The original Re-Volt was drafted for the PC and developed into other formats. As such, it wasn't console-specific enough."

And it's with lessons learned from the first game in mind that Harvey and his team are tackling *Re-Volt 2*. "We've dismantled the whole game, taken the artificial intelligence, rendering and graphics, and built them into an entirely new game," says Harvey. And it shows — the game bears little resemblance to its predecessor. The styling is bright and cartoony, the cars themselves are drawn with a bit more humour, and, critically, the handling issues that plagued *Re-Volt* have been all but eliminated. Taking them around one of the game's 20 tracks,

they feel a lot more bouncy and easy to control, and far less twitchy and unpredictable than they were in the original game.

The game is also being designed to appeal to all ages and abilities. When you wipe out on a nasty corner, for example, you don't just sit at the back of the pack for the rest of the race — it's possible to pull back up to first place with a bit of effort. And the right power-ups, of course. There are plenty of these, and if you're at the back, you'll tend to pick up the pokier ones to give you a chance to get back into the race. Similarly, if you're winning, you'll pick up more duds to balance the game.

Add the track editor and Re-Volt 2 could give Micro Maniacs and Crash Team Racing a serious run for their money.







Nasty corners and power-ups are the order of the day in Re-Volt 2 - and this time the cars are easier to control...

# Talkin' 'Bout Revolution

THE CREATOR OF IN COLD BLOOD

harles Cecil is the man behind *In Cold Blood*, which is one of the most involving and cinematic games ever. With his efforts over the past two decades, he's also one of the very pioneers to help kick-start today's booming industry. Charles met with *PSM* to discuss the ever-evolving landscape of

PSM: In adding more cinematic qualities into your games, are you finding that you're now employing people with film expertise?

**CC:** My theory on this is that if you try and write an innovative game and you get good story, music, sound effects and characterisation, you have to make it come together with all of the interactive elements like the cinematics and gameworld physics. We've taken the traditional and interactive elements to try and blend them into the right mix. We can work with film people under two provisos — they have to really love games and they have to work under our terms. You have to design a game story with a specific vision

in mind. Working with their expertise is really valuable. **PSM:** Is the story the most important aspect to you? **CC:** Well... A videogame has got to be fun, so I'd put it down to three things. I would say that the first thing that hits you is the visuals, and then as soon as you start playing the game it's the gameplay. Really good gameplay can be sustained for a long time, but that's when the story comes in. The story has to support the gameplay. If the game's a dog, you don't care what the story is do you?

**PSM:** What are Revolution's future plans and what PS2 secrets can you reveal?

CC: We were the first third party developer to be signed by Sony for a PS2 title. Our intention is to innovate and use the hardware to design interfaces and gameplay that is revolutionary. We're still in the very early stages so we've only done a little dabbling. I think we've [the industry] made more of a technical leap than a creative leap. We need to make that next



Charles Cecil made a concerted effort in making sure *In Cold Blood'*s storyline wasn't just an afterthought.



in the next few months, look for the running, jumping, hurdling blur wearing a pair of Nike Air Max Tailwind V.

Tuned Air for maximum cushioning and stability. A combination of a solid midsole, medial posts and an external heel wrap for exceptional stability and support.

Lightweight and breathable upper.

And if you want to find him in October, look under the pizza box on the couch.

JUST DO IT.





## PLANET **PLAYSTATION**

### confidential

EXCLUSIVE WHISPERS FROM THE PLAYSTATION RUMOUR MILL - FOR YOUR EYES ONLY

online about the *Biohazzard* PS2 project Capcom talked about at the PlayStation recent interview with Website Core Magazine, a Capcom rep next *Biohazzard (Res Evil*) will put players in control of charac ters from Umbrella (rather than members of S.T.A.R.S.). This has been backed up by further main character will be Mark Halten, an Umbrella researcher who has been sent to Raccoon the T-Virus. The story is said to begin at Umbrella HQ, where infected with the T-Virus is being performed. Further onlindemo of *Resident Evil* 4 will be bundled with the PS2 port of said to be making the transition from Dreamcast to PS2 next

A couple of sequels now in development should keep PlayStation owners happy – back in Ape Escape 2 and the freaks will freak-out once mor

Japanese developer Shadysoft has hit it big with PlayStation's answer to Pokémon. Controversy is simthe other places over *PortBest* ("Gotta collect 'em all!"), in and battle 'Portable Beasts'.

"Yes, it is a little like *Pokémon*; "but you have special backpack with small TV monitor goggles which make you blind to all but PortBest!"

The mag features shots of various naked PlayStation characters engaged in sporting activi street told us: "Gabe Logar shotputting! Solid Snake (

# Feel The Force

STAR WARS: DEMOLITION RACING TO PLAYSTATION

ith another Star Wars film already dominating headlines, before filming has even begun, Lucas Arts is preparing to bring you another game set in that faraway galaxy. This time, though, it's not a beat 'em up or an action-adventure but a scenery smashing, opponent-bashing vehicular combat game.

Set after the abrupt ending of The Empire Strikes Back, Star Wars: Demolition pits you against up to four computer opponents in familiar locations like Mos Eisley, Hoth and the surface of the Death Star II. You have to out-run, outblast and out-think baddies, and all for the amusement of that corpulent arch-criminal. Jabba the Hut. So, is Demolition just cashing in on the Star Wars phenomenon by strapping the license to an unrelated game? Never, says Luxoflux's Mike Gallo. "We're always trying to do games that are fun to play and fit within the Star Wars universe, but the emphasis is on fast action and explosions."

Indeed Luxoflux, the people behind Vigilante 8, has endeavoured to create a 3D landscape that's more than just a pretty face. "We try to have every object react to the player," explains Mike. "Buildings can take damage and will explode into pieces, and some of them are recharging stations." At the heart of any game is the AI, which Mike says the team is working very hard on. "We've tried to emulate another human opponent as closely as possible enemies search for more powerful weapons, then search for you and blast you to oblivion. The AI will also do some cool things like backing out of an attack if it has taken too much damage."

Luxoflux has also put a lot of energy into ensuring Demolition's longevity. It is more than just a pod racer, as you get to control everything from jetpacks to land-speeders in a variety of non-linear arenas. You can also unlock characters and vehicles and upgrade your ship with powerups during each level.









Luxoflux (Vigilante 8) is the first out-of-house developer to work on a Star Wars license.

### Star Fight TAKE TO THE SKIES ON PS2

you at the helm of a series of ships lifted from *Episode One*, most notably the ultra-nippy Naboo Starfighter. The game won't follow the plot of the film to the letter, but certain scenes, such as the battle against the Trade Federation Droid-Ship, will be present. You'll be able to tackle the game

to the party. Variety is, as they say, the spice of life... In addition, LucasArts isn't relying on previous software engines to power *Starfighter*. It has



Episode One: Starfighter will see you at the helm of an array of ships

### Star Wires STAR WARS ONLINE

Verant Interactive (creator of PC online hit *EverQuest*) and Sony Online Entertainment to create the "first massively multiplayer *Star* Wars online role-playing game". The game will feature "a unique combination of combat, specialised missions and daring quests".

So is it coming to PS2? While nothing is official, the link-up

with Sony Online hints at a "yes". Sony Online's president Lisa Simpson says, "Star Wars online will be a phenomenon that transforms online gaming for both gamers and casual game

## LucasKarts

PLAYSTATION2 STAR WARS RACER

by Lucas Learning as, "a fun and light-hearted take on *Star Wars,*" *Super Bombad Racing* offers eight major characters from *Star Wars* in their own knockabout racing game. It's a far cry from *Episode One Racer*, but that's the idea – to create something that's a bit

less serious and ideal for younger players.
Power-ups are key in these games, and *Super Bombad* doesn't

### The Quest Continues

Alundra 2 is the sequel to the fantastic original. It is a brilliant role-playing game and an excellent way to introduce yourself to the world of RPGs (check out our playtest on page 76). Alundra 2 sees you playing as Flint, a renegade swordsman on a quest to free a kingdom from the clutches of a sinister ruler. This baby is set in an entirely 3D world and has loads of hidden items and puzzle pieces. Like the sound of it? We have five copies up for grabs, and to be in the running to win, tell us another game published by Activision on the back of an envelope marked "A new legend begins"



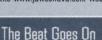
beginnings. To celebrate its silver anniversary, Columbia Video has released Jaws on DVD. We have 10 packs consisting of the DVD, a beach towel,

Just When You Thought..

T-shirt and the Decca Records soundtrack. To win one, just tell us which actors played Brody and Hooper in the movie. Answers can be found on the www.jawsondvd.com Web site. Send entries to "Shark Attack!"

Wanna have a go at beat juggling? You want to scratch it with the best of them? If you're no good behind a pair of 1200s and a cross-fader, then we suggest that you cut your teeth on Konami's new Beatmania game. Take it from us - you do not want to miss this opportunity to get your hands on these goodies. Not only is Beatmania the best (not to

Can you believe that the classic movie Jaws is already 25 years old? At the time and way before Deep Blue Sea, this was a genuinely scary film - kids were even too scared to hop into the bath! A young Steven Spielberg was the main man behind this scare-a-thon, a good insight to his humble





Destruction Derby Raw is the latest and best DD game to be released. It features quick gameplay, a super-fun points system and realistic car damage. Thanks to the guys at Sony, we have five seriously cool T-shirts together with a copy of the game to give away. You won't find these shirts at the shops, folks, so if you're lucky enough to score one of these beauties, you'll be the coolest dude in the 'hood. Tell us what score we gave Destruction Derby Raw in PSM 36 on the back of an envelope marked "Traffic Havoc". Go on, we dare ya.



### Stuntmaster

Jackie Chan is amongst PSMs greatest heroes. The martial arts legend has been the star of some of the most entertaining and stylised films over the past two decades, and his stunt prowess has been documented as the most daring of all time. When we found out that he was starring in his very own PlayStation game, we couldn't contain our excitement, so you can imagine how we felt when these wicked threads landed on the doorstep of PSM Towers! We have five T-shirts and a copy of Jackie Chan's Stuntmaster up for grabs. Just tell us three movies that Jackie has appeared in (obscure ones welcome) on an envelope marked "Stuntmaster".



### COMPETITION WINNERS

Rayman Packs: Kris Harringer (WA); David Summerton (Vic); Patrick Warren (WA); Euan Acket (NZ); Ivan Dokoza (NSW).

MediEvil II Packs: K.R. Powick (NSW); John Peden (NSW); Bonnie Wegener (Vic); Renton

Blue Streak packs: Marc Sky (Qld); Sally

Send all entries to Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028. Please write all answers on the back of an envelope along with your name, address and phone number. Entries for all competitions close September 26 and winners will be published in the November 2000 issue of PSM. Good luck!



## [PLANET **PLAYSTATION**]



# Uber DJ Carl Cox wanted to see PlayStation2. Fine by us.

Welcome to Big Cox Vs the Big Box.

II \ loody hell! Would you look at that!" The world's greatest DJ has just been floored by the sheer polygonal majesty of the PlayStation2 game known as Gran Turismo 2000. And flooring the man ain't easy 'cos he's not exactly

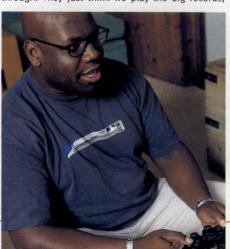
Of all the DJs in all the towns, Carl Cox stands head and shoulders above the crowd. Voted best DJ in the world and master of not two but three decks at once, the guy is truly global, spinning his platters from Australia to Russia, via Hawaii and Japan. On Millennium Eve he did a set on Bondi Beach to kick off the celebrations, then hopped on a plane to Honolulu, crossing the dateline to finish things up.

Adept on the decks he may be, but he's all fingers and thumbs steering round the GT course. Eventually he gets it on track and starts ragging round like a pro. Albeit an over-excited pro... The problem with playing our demo of Gran Turismo 2000 is that it looks so damn good.

"Look at the sun," shouts Carl, taking his eye off the action, losing control and spectacularly crashing his motor. Indeed, the sun comes streaming from behind clouds illuminating the skyscrapers and looking, well, real. Race over, we just sit back and watch the replay. Then we watch it again...

Having started way back in 1976, Cox really came to the fore in the late '80s and early '90s with the explosion of rave. See, once upon a time you had to wear a shirt and tie to get into clubs, or discotheques as they were known, and the concept of the all-nighter simply didn't exist. In fact, you were lucky if you could get a drink after midnight in most places. But a bunch of people decided they wanted to dance a little bit longer than that, and since they couldn't do it legally, just set up their decks in empty warehouses, country fields, beaches - pretty much anywhere they could. Cox was one of those people.

"We fought for the right to party. Long and hard. A lot of people don't understand what we went through. They just think we play the big records,



Words: Dan Mayers Pictures: Martin Burton

get paid loads of money, jet everywhere, and everyone has a good time. But half the time before that we were being banged up, chased, accused, slandered. All because we wanted to play music and people wanted to hear it."

Of course, the powers that be didn't exactly see it like that at the time...

"I got banged up for it... I got chased, I got [court] injunctions taken out against me, I wasn't allowed to go out in certain places, I got television surveillance, I had my gear taken away from me... I was a kind of militant leader. But it didn't last long because I got sick of it. At the end of the day, all I wanted to do was party and have a good time."

It got a bit rough when the coppers turned up. But what could they do with 20,000 people dancing in a field? Not enough handcuffs to go round...

'Yeah, the police would come down and say get out, time's up, but they didn't know how to treat it. They couldn't go in there with water guns or rubber bullets because it wasn't causing affray. They just couldn't understand it. So they went for the easiest common denominator and said, you lot are all off your heads on drugs. Stop. And it's kind of like, no, we're not all off our heads actually. I am sorry, I just love the music."

Like a fair fight, then, Mr Cox? Tekken Tag Tournament then? PSM slips another blue disc into the fancy new disc tray, flicks the button and Tekken









Tag Tournament slides into the bowels of the monolith.

'What the hell is that thing?" mutters a concerned Carl as bout one begins and the twisted nature of PSM's character selection is revealed.

That, my friend, is a gentleman known as True Ogre and he's about to kick your arse across the park. There ensues half-an-hour of finger-blistering button bashing as your PSM correspondent runs through the full gamut of Tekken Tag's comedy characters. Mojikin, Devil, Alex, Kuma in Sumo Panda-guise, and, of course, the mighty boxing dinosaur, Rex. Carl's floored for the second time that morning.

Currently working on his own record, Cox has been exploring the wonderful world of surround sound, no doubt inspired by the bloody great big sub-woofer and speaker system that adorns the walls of his plush

'My next compilation you'll be able to play through a DVD player, with visuals of wherever I'm playing."

So it'll be possible to play it on PlayStation2?

"Oh, I'm not too sure about that...'

But it plays DVDs...

"Oh. Well, then yeah!"

Brilliant, the next Carl Cox album appearing on PlayStation2 in 2001, with the man himself mixing it up on your TV screens. And if you happen to have a surround sound system by then, um, whistle posse blow...

Cox citing driving games as his favourite genre was a bit of luck, as there's a copy of Ridge Racer V nestled in the bottom of PSM's gaming sack. Think we'll be choosing a drift setting and as pokey an engine as we can fit under the hood. The engine throbs and we're off, jostling for position, Cox roaring with laughter



as he crunches into the crash barrier and giving PSM the chance to shoot off into the distance.

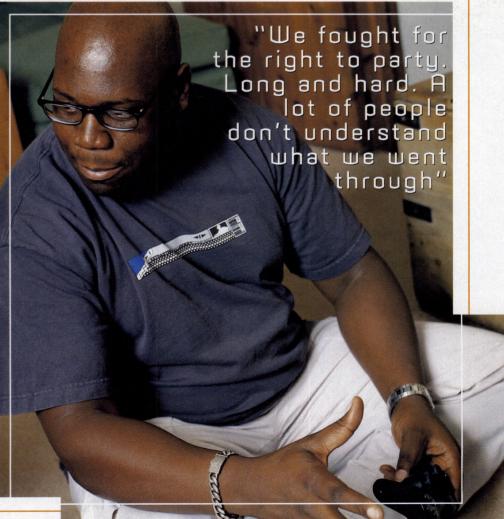
"Is this Boom Boom Satellites?" he wonders, cranking up the volume on his TV to club levels. 'Tis indeed. Mr Cox knows his obscure Japanese dance music very well indeed.

You'd imagine a full time house DJ would focus solely on that genre, but no. Thanks to a lifetime immersed in music, he's as eclectic as a junk shop drum and bass, techno, '70s soul (his favourite record is Diana Ross' classic Love Hangover), oh, and Latin Jazz. Your correspondent quietly admits that as a small child he occasionally took part in Latin American ballroom dancing competitions.

"I did the same thing!" laughs Cox. "Little dicky bow and all. That's so underground!" B

Shall we dance? Maybe not...







# SHA

Trigger finger at the ready, Steve Polak fires his G-Con in oursuit of the best gun game even.

# TIME CRISIS

An excellent port of the arcade classic, you're tested to the absolute

duck command, which lets you seek cover when the incoming

Instead of shooting holes in real flesh and

blood bad guys, this circus sideshow-

### VISUALS

The graphics are beginning to date, and but the action makes ais deficit. It is that this game

three years old.

Not that special really. Some of the funny Very kiddie and dinky toy, as you'd exp can annoy if you ain the right mood. animations (like the weird bird and fish you have to shoot) help

### ACCURACY

but the targets are a won't be frustrated.

Generally most

are easy to hit. It

just that there are a loof them. The one shot

per target mode is hard, though.

The action is great, but like the arcade original you will finish it, and having done that may not opt to return.

OVERALL SCORE

0

...

GUN GAME

LONG-TERM

The different play modes keep you interested but the real value lies in the nultiplayer games.

### smco PlayStation...

PlayStation

POINT BLANK



THANK SC PlayStation

there. Again, there is a silly adventure mode, but overall it is not that different to

Colourful, faithful to the arcade and have a co

ts of cheesy ns' and silly ls, which can get

SOUND

punctuate the

wouldn't have gon

Generally most targets are easy to hit. It is just that there are a lot of them. The one shot per target mode is hard, though (as

The ac

enture mode is damn h have a rd, and if you lend who also has their own gun, then the replay value of this ga

6

### GHOUL PANIC



od two-player on. It features fresh as, including new amera angles, a better dventure mode and ome really BIG R

The graphics are v colourful, w ghosts and Frankenstei creatures to ful, with great n-inspired The silly quite

It could be better, as you often score hits from misses (not necessarily a bad

Different game an adventure i help give this glegs. Again, the player option h but the absence 6

## PlayStation



ed at younger protect a stupid rabbit anders into all sorts trouble, by shootin

This game takes cartoony simplistic visuals to the extrem The periods of inactivity between action stages are horribly long and dul as you wait for

This gen

You can spray shots a over the place and ge away with scoring hit at times you shouldn Then again, you ha unlimited ammo, a is aimed at young ones, so perhaps

An easy game complete. The player mode is much chop, ei

### PlayStation...



He is back and just as video and firing first and asking questions

e visuals are a bit igh and lack the

Ш

nts to be Duke 1 so bad it hurts. ots of throwaway lines n offer here. Lots of noisy explosions and gunfire audio, too. Very over the top, perhaps too much so.

6

Very poor accur indeed. The indeed. The frustratingly small targets at times make your life even harder than it should be.

This game just doesn't inspire you to finish it. Forget saving Mega City 1 and go for *Time* inspire Forget City 1



A bit of good oldfashioned zombie blasting never hurt anyone. However, this game is a bit primitive and lacks options. The movement controls are Compared to the other Resi games, the visuals are a little blocky. However, the zombies look okay, especially when they erupt into bloody messes. The graphics are too

If you know the Resident Evil gar you'll recognise

Those zombies sure are sensitive and easy to hit (in other w that accurate

Again, you will finish this faster than you'd

### ESIDENT EVIL SURVIVOR





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a ton of stuff 🛭

PlayStation shouldn't be a solo experience. Make sure you have plenty of snacks to keep you company and avoid unnecessary meal breaks! Here's Jason Hill's 100 snacks to eat while gaming.



Chupa Chups: Perfect for gaming as you don't need a spare hand

Mars Bar: A Mars a Mars Bar: A Mars day helps you work rest and PlayStation.

Lollie fags: You want to look like Solid Snake, but as the label says, smoking is hazardous to your health. Baked Beans: Blow your

opponent away!
Cheezels: The only thing cheesier is PaRappa The

Crumpet: Play Tomb Raider and enjoy some lovely

Pie and sauce: For those AFL or Jonah Lomu gaming sessions.

Whizz Fizz: Because that other white powder should

Chocolate: The sixth food group.

Bananas: The perfect accompaniment when playing Ape Escape or Monkey

Popcorn: For sessions with Star Wars Episode One, Batman & Robin or B-Movie.

Space Food Sticks: To keep

space Food Sticks: To keep your feet on the ground when playing Colony Wars.

Toffee apple: Suits sessions with Barbie Race And Ride.

Sushi: You've got to eat cool food when playing Beatmania or Bust A Groove

Snickers: Just like a good gaming session, it really satisfies.

Pringles: The least greasy chips around. An oily joypad is never a good look.

Redskins: Politically incorrect food to eat while playing with *Duke Nukem*.

Killer Pythons: They're

massive! Two-minute noodles: You don't want to wait for any

longer to get back to Gran Froot Loops: Because they

taste better than real fruit and go crunch to boot Arnott's Shapes: They

should make them in triangles, circles and crosses as well as squares.

Pez:
Timeless cool.

23 Life Savers: For when you're on your last life in Crash. KFC: You'll feel like chicken tonight after raising Chocobos in

Final Fantasy VII.
Donuts: Perfect for GPolice or Need For Speed

McDonald's: You migney well eat bad too when playing Grand Theft Auto. McDonald's: You might as

Family size Super Supreme:
Once you start playing GT2, you'll need plenty of sustenance. Fairy Floss: Tacky and insubstantial, just like

Independence Day or Attack of

Nerds: Celebrate your love of role-playing games and strategy sims, embrace your true

Gobstoppers: For those gob-smacking moments in Final Fantasy VIII.

Peanut brittle: Food almost as loud as WWF SmackDown.

32Tic-Tacs: You need tiny food when playing with those Micro Maniacs.

Milky Bar: Shoot like the Milky Bar kid with your G-

King Rat: When you have a Rat Attack.

Powerbar: You'll need your

energy if you're going to take on Dr Neo Cortex.

M&Ms: Because they won't

M&Ms: because .... or on melt in your hand, or on vour joypad.

Caramello Koalas: Eat Australian while playing home grown KKnD.

Freddo: We'd rather eat a frog than play with

CCs: Like another game of ISS, you just can't say no. Minties: It's gaming

moments like these... Tim Tams: You never know, a genie might pop out and grant your wish of a

PlayStation2. Smarties: Perfect party game fodder. Thins: Cut thin to fit right in between games.

Extra: With the great taste that really lasts, you don't have to take your hands off the

Oranges: For half time breaks of ISS Evolution. Now, that really is soccer. Those bracelet lolly

thingies: Okay, so they don't look butch, but wearable is very handy for gamers.

Pizza: Staple diet for any
lounge lizard worth their

Pretzels: Stay on your toes, get aggressive and win that next round of Tekken! Hot Dogs: What else are you gonna eat when you fire up Triple Play?

Chilli Dog: Just the thing to Spice up the action for those of you unlucky enough to

own Cyber Tiger.
Fish Fingers: Brain food for dummies that like puzzle

Kit Kat: When you need a break...

Soup: Warm up with a big mug of soup and keep carving up the slopes in Cool

Muesli bars: For frantic Track & Field finger fun. Dirt: Feed some to your buddy when you play Colin McRae.

56 Knuckle sandwich: As above, deliver on a platter when playing

Knockout Kings.
Chicken In A Biscuit: Rub it in to your mate when he cowers, hides and runs away in Syphon Filter 2 multiplayer.

Curry: Give your opponent plenty of it.

Carrots: Just the thing for you wascally wabbits that can't get enough of Lost In Time.

Slurpees: These supercharged drinks go with everything. Tony Hawk's, CTR and even the new Simpson's Wrestling game.

Chiko Roll: There's a whole bunch of surfing games on

their way and these babies are just the thing for when you come in from the surf. Any Puberty Blues fans out there?

Beefcake: Your SmackDown performances are guaranteed to improve 68.9 per cent after just one.

Noodles: IT you tose, you can do your noodle. You'll Noodles: If you lose, you feel better.

Freeze-dried rations: If our front-line soldiers have to eat this stuff, why shouldn't budding Gabe Logans or Solid

Anzac biscuits: As above.
Your granny should be able to sort you out

Warheads: Blow your Warheaus: Dion , tastebuds outta your mouth, then do the same to your foes in Warzone 2100 or

Chicken Drumsticks: The next best thing to practice with 'til Drum Mania on PlayStation2.

Uncle Toby's Breakfast Bars: When you've had an

all night session.
Fantastic Noodles: A meal in one cup. Just add water and get back to gaming!

**70** Fisherman's Friend: Just the thing for landing big bass in Fisherman's Bait. Fisherman's Friend: Just the

Time Out: Because even hardened gamers need an occasional break

Tee Vee Snacks: TV and PlayStation – now there's a match made in heaven.

Jelly Beans: Energy food for late-night

sessions.

Maxibon:
Take up the

challenge on page 102 while simultaneously taking up the Maxibon challenge.

Jaffas: Roll 'em down the aisle when playing Independence Day or Star Wars Episode One.

**76** Lollipops: You too can look like Kojak while playing

Sherbert Bombs: Not quite as powerful as the weaponry in Metal Gear Solid, but vummy!

Marshmallows: For soft N64 players only. 79 Twix: Perfect for two-player gaming. Do share now.

Rocky Road: McRae Rally anyone?

Sustagen: You think you can make it through the night with PlayStation alone? Red Bull: Ditto.

Horlicks: Well, sometimes even gamers need to sleep. rench Fries: Indulge in some Cryo games with some French cuisine. Or maybe

Crackers: Perfect with Vib Ribbon, pure gaming

Nutri-Grain: Iron Man food for Ready 2 Rumble or Tony Hawk sessions.

Garlic bread: Your

Garlic bread: Your opponent won't want to come anywhere near you.

Corn: Perfect for watching

Corn: Periett 19 41 segments.

Hot salami: Add even more spice to Spice World. Roast: Mu<mark>ltiplayer victori</mark>es wouldn't be complete without a good roasting.

Oysters: Just the thing to get the taste of the ocean when playing Hydro Thunder or Rapid Racer.

Peanuts: Great ammo if you happen to lose a game. Lemon meringue pie: As

Skittles: Perfect for Circuit Pro Bowling.

Jelly Belly: You'll have a jelly belly if you sit around playing all day.

Bubble Tape: Measure

Bubble Tape: Meast your Track & Field distances, then eat it!

Peanut Butter Cups: You can chew on these babies

Starburst: Perfect for PS2 fireworks gem Fantavision.

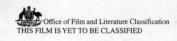
**Settle Chips:** Eaten by the handful.

Brussell sprouts: The could take your mind off how only possible food that

ELISABETH SHUE

KEVIN BACON

# HOLL WAND



# THINK YOU'RE ALONE? THINK AGAIN.

COLUMBIA PICTURES PRESENTS A DOUGLAS WICK PRODUCTION APAUL VERHOLD SITUATION WAS COLUMBIA PICTURES PRESENTS A DOUGLAS WICK PRODUCTION APAUL VERHOLD SITUATION OF STREET AND A STREET AND A

AT CINEMAS AUGUST 24





Four wheels good, two wheels bad? Aerial supremos Mat Hoffman and Tony Hawk talk stunts and PlayStation.

ut that out. I might get arrested for something like that..." Mat Hoffman. gymnast multiple world champion on two wheels, balks at the idea of millions of kids playing with him. No Mat, that's not what we meant. We were referring to your forthcoming BMX videogame...

PSM was granted an LA audience with two of the all-time heroes of sports, aforementioned Mat Hoffman and skate supremo Tony Hawk. Obviously it takes a great deal of talent to pull off some of the tricks these gentlemen are capable of, not to mention a healthy slice of insanity. Hoffman's nicknamed the Condor, for reasons that go way beyond the ability to pull a huge aerial out of a halfpipe. Before PSM met the man, we'd seen a video which featured Mat larking about with his other hobby, B.A.S.E. jumping - or the art of leaping off a cliff attached to a small parachute. Except Hoffman does it with a BMX bike in addition to said parachute. Nuts? Certainly, but very committed to his sport.

"Bike riding's been my life," explains the eight times world champion. "I've tried to help grow the sport, and I've helped to develop tricks. It's my complete passion. Anything I put my name on that has to do with bike riding, I'm going to make 100 per cent sure it's the best thing possible."

We thought that Tony Hawk had some anti-gravitational tricks to play with, but the things that Hoffman can do on his bike are quite incredible.

Words: Dan Mayers

'Rocket Queen's probably my favourite," gushes Hoffman. "It's a one-footed look back that'll be appearing in the game. You can also do back flips and tail whips and combine them in one air if you get high enough, which would never happen in real life."

Tony Hawk chips in: "Playing the game's also safer than the real thing! There's a lot of stuff in these games that isn't possible in real life because of the combinations and the speed it would take to do certain things. It makes it that much more fun! But having said that, as far as my character's concerned, every trick that's in the game I can actually do ... "

PSM can't really imagine actually having the athletic ability to pull off a Christ Air or a 540 Varial. These be men indeed, bumping into each other regularly on the pro circuit. Not literally, though.

"I've been riding for 18 years," says Mat. "I've known Tony, by moving in the same circles, for 12 years. We've known each other a

And now they've both made the move to games and their fame has spread beyond the relatively niche worlds of their respective sports.

"I think that with the success of Tony's game everybody wanted to get into it and I realised that there was going to be an opportunity for me to do it. I waited for the right offer, though...'



Both men give their games a legitimacy they wouldn't otherwise have, telling the developers all about the latest grinds and grabs.

"As far as we're concerned we're just the consultants on it," explains Mat. "We play it so that they can make it more real, you know."

"I play the game every step of the way and make suggestions," confirms Tony, "I was disappointed about not having a loop in there, though..."

Hawk's experienced first-hand exactly how good people can get at computer games. Witness the high score showdown oft cited in *PSM*'s letters pages and shown on Activision's Web site. What started off as a friendly bit of banter around the 30,000 point per trick score has escalated into people sending in screen shots with literally millions of points racked up. Scores which demand precision timing on a par with the real thing. Can the lads compete?

"People who stop me are always really friendly," points out Tony, "but they always want to challenge me. I guess that's one curse."

Poor chap, but is he actually any good at the game?

"I'm not beaten much 'cos I pick my battles carefully," winks Tony slyly, "I know when a kid's way too good for me to even bother with. I'm like, nah, I've gotta go!"

It might be unfair to ascribe the huge rise in the numbers of skaters on the streets solely to Tony Hawk's game, but surely some people must be inspired by it to take up the sport.

"It definitely gives kids another option," says Mat. "It's kind of cool,

kids will buy it because it's a cool game and it spreads the message that there are other things out there besides athletic sports."

"I wasn't sure about that," queries Tony, "but I've had a lot of people telling me that they have. That they played the game and just had to go out and skate again."

"See, the thing about bikes is that every kid had one at some point," Mat drops in. "Once they get the game I think it's going to make them want to try again. Or even if they become a skateboarder then that's cool, too..."

Of course, Mat must be a little biased toward the two-wheeled sport... "I think riding is the most awesome sport in the world," he says bluntly. "I mean I've been doing this for 18 years and there are still things that I've yet to experience."

Tony too has a few things to try before hanging up the plank... "I'd really like to do a front side 720," he smiles.

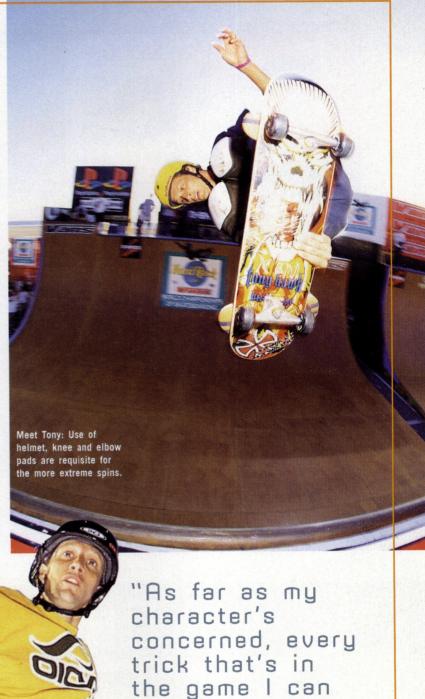
That sounds painful... What is it?
"Basically it's riding up the wall
backwards, spinning twice and then
coming down forwards, but
spinning in the opposite direction
than we usually do."

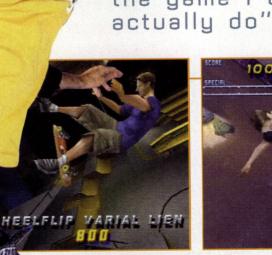
Hmmm, reckon you can do it?

"I think it'll take a day of commitment," he says stone faced, "to either walk away victorious or end up in hospital."

Mat gets the parting shot: "That's what I like about the game," he grins. "Whenever you crash, it doesn't really hurt."

Nuts the both of 'em...







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### OCTOBER '99 - #27

Disc contents - Wipeout 3, Point Blank 2, Lego Racers, Um Jammer Lammy, No Fear Downhill Mountain Biking, Final Fantasy VIII video, This Is Soccer video, 40 Winks video, Mission: Impossible video, LMR Manager video, Formula 1 '99 video.



### MARCH '00 - #32

Disc contents - Music 2000, Action Man: Mission Ktreme, F1 '98, Ace Combat 3: Electrosphere, Eagle One: Harrier Attack, Colony Wars: Red Sun video, Team Buddies video, Gran Turismo 2 video, Micro Maniacs video, YVJ utility.



### **NOVEMBER '99 - #28**

Disc contents – Dino Crisis, Quake II, This Is Football, Metal Gear Solid: Special Missions, Tarzan, Legacy Of Hain: Soul Reaver, 40 Winks, Crash Team Racing video, Afrika Show video, Plus bonus Final Fantasy VIII demo disc!



### APRIL '00 - #33

Disc contents - Rollcage Stage II, Le Mans 24 Hours, Colony Wars: Red Sun, Space Debris, Demolition Racer video, MediEvil 2 video, Cool Boarders 4 video, Ghoul Panic video, Grandia video, download cheats.



### DECEMBER '99 - #29

Disc contents - Tomb Raider: TLR, Spyro 2: Gateway To Glimmer, Destrega, Millennium Soldiar, Hiller Loop, Fighting Force 2, Mission: Impossible, Hingsley's Adventure, Championship (Motocross, Gran Turismo 2 video, Jimmy White's Cueball video.

10 EXCLUSIVE PLAYSTATION DEMOS

MAY '00 - #34

Disc contents - Micro Maniacs, Demolition

Racer, Player Manager 2000, Pro Pinball:

Filter 2 video, Radikal Bikers video, WWF

SmackDown video, Colony Wars: Red Sun

video, N-Gen Racino video, dounload cheats

Fantastic Journey, Renegade Racers, Suphon



### JANUARY '00 - #30

Disc contents - Gran Turisma 2, FIFR 2000, Crash Team Racing, NBA 2000, Rainbow Sir, Jade Cocoon, Pong, This Is Soccer, Atariland Compilation video.



### PEBRUARY '00 - #31

Disc contents - Toy Story 2, MTV Sports: Snowboarding, V-Rally 2, Sled Storm, Centipede, Pac-Man World, Worms Armageddon, NHL Chempionship 2000, Gran Turismo 2 video, Space Debris video, Rice Combet 3 video, dounload cheets.



### JUNE '00 - #35

Disc contents - MediEvil 2, Urben Cheos, Everybody's Golf 2, WWF SmackDown, UEFA Chempions League: Seeson 99/00, Com McRee Relly 2.0 video, World Touring Cars video, Muppet RaceManie video, Spider-Men video, Star kiom video.



### JULY '00 - #36

Disc contents - Tony Hawk's Pro Skater 2, Euro 2000, Muppet RaceMania, World Championship Snooker, Ster Iniom, In Cold Blood video, Hogs Of War video, Ster Ocean video, Silent Bomber video, Vempire Hunter D video.



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### THE BEST OF 1999

Disc contents - Metal Gear Solid, Aidge Racer Type 4, Ape Escape, Gran Turismo, Cool Boarders 3, Tomb Haider 3, ISS Pro 98, Driver, Tekken III, Crash Bandicoot 3: Waroad.



### THE 2000 COLLECTION

Disc contents - Dino Crisis, Quake II, Legacy Of Hain: Soul Reaver, Silent Hill, Deathtrap Dungeon, Nightmare Creatures, Doom, Exhumed, Resident Evil video, Carmageddon video.



### SPORTS SPECIAL

Disc contents - FIFA 2000, Actua Ice Hackey 2, Victory Boxing 2, Cool Boarders 3, This Is Soccer, ISS Pro '98, Tony Hewl's Skateboarding, Anna Hournikova's Smash Court Tennis, Jonah Lown Rupbu.



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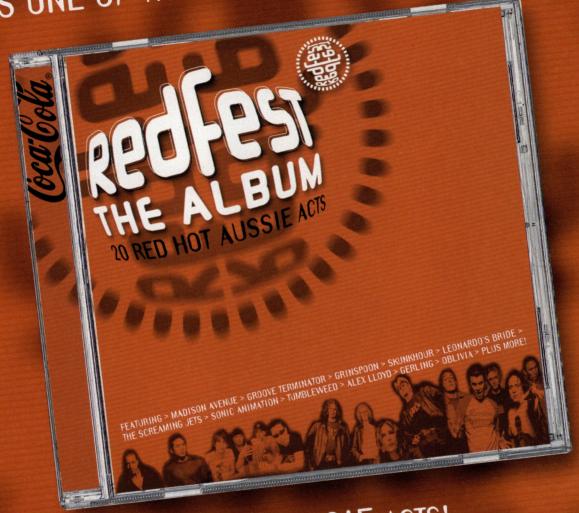
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Got a question you just have to get the answer to? Join the club. Here are the top PSM queries of the month...

### Q. Will we have to preorder PlayStation2 like the UK?

A. No one will force you to part with your cash, but pre-ordering will be a good idea if you went to be guaranteed a PlayStation2 on October 26, considering there are bound to be shortages early on.

### Q. Why did the magazine price go up?

A. Like all goods and services in Austrelia, the magazine now attracts a 10 per cent GST. We absorbed some of the increase, but were forced to increese the price to \$12.95.

Q. I recently became a regular reader and was wondering if I could get back issues earlier than the ones featured on upur subscriptions page?

A. No problem. Just cell our subscriptions department on 136 116 in Austrelia and 0800 800 735 in NZ.

### Q. Are you going to forget about us PlayStation owners when PS2 comes out?

A. Of course not. There are over 70 million PlauStations around the world, so the industry will keep rolling along nicely.

### Q. I'd like to write for your magazine. How do I get

A. You'll need to have a passion for the videogemes industry, excellent writing skills and preferably tertiery quelifications. If you think you fit the bill, write to Rob.

### Q. Can I phone you guys if I'm stuck in a game?

A. Unfortunately, we're not a cheets hotline. Call Sony's Powerline on 1902 262 662 in Australia and 0900 97 669 in NZ.



GPO Box 4089, Sydney NSW 1028. Or e-mail playstation@acp.com.au



### **Well Adjusted**

Having watched 60 Minutes (Sunday, July 2), I was yet again appalled at the way the mainstream media covers anything related to videogames or the Internet. Some old duffer who had no concept of technology presented the whole segment, and with his Luddite mentality could see nothing positive about the way kids are embracing technology in so many creative and useful ways. The man was clearly out of his depth with the subject matter.

All of the videogames shown were violent games full of blood and gore, when this makes up less than five per cent of those on offer to the public - the majority of games played by people are sports simulations and driving games. Also, the only uses of the Internet shown were negative ones, when it is possibly the greatest leap forward for business and education in the last 30 years.

At one point a kid mentioned that he had played games for four hours at a time in the past and the presenter

looked at him like he'd said. "I've just shit on the carpet". Eyes Wide Shut lasted for well over three hours and was an extremely passive experience deemed to be art, so why should somebody doing something very interactive for a slightly long time period be considered as dangerous? People sit down every evening and watch telly from 7pm until midnight and there is absolutely no interaction to be had in such a pursuit.

Obviously if people are playing games at the expense of all other activities such as sport then that has to be a worry. But the vast majority of ordinary people like myself simply dip into games as a form of entertainment and have other interests including active ones (I trained for The City to Surf and play soccer regularly).

It's about time that features such as this were better researched and given a more balanced view. All the people interviewed were extreme

representations of gameplayers and not a single journalist from the field of interactive entertainment was asked to comment. It seems that simply because people in mainstream media don't understand technology, they are scared of it and only report its negative aspects - these are probably the same sort of people that bemoaned computers who now can't cope without their e-mail, laptops and Microsoft Word.

Finally, to add insult to injury, the presenter showed an excerpt from a black and white cowboy film to reinforce how naive and gentle his childhood had been. But rather than games like Doom



Games like this turn kids into killers...

in which monsters comically shoot each other, the majority of cowboy films I've seen involve a strange loner walking into a bar and shooting someone in cold blood because of an argument over money, girls or cattle. Heroic role models, eh? A normal, well-adjusted

games player, via e-mail

### X Marks The Spot

Lately I have heard a lot about the X-Box and how it is more powerful than the PlayStation2, Also of interest has been the backlash on PS2 games that have been released that promised so much, but have delivered

shows on the telly about gardening, backyards, cooking, do-itsingle show about videogames? Surely the highly visual nature of today's games and the mainstream popularity



TV bosses, before you go "great idea, let's aim it at the kiddies and put it on Saturday mornings at 6am", remember that the vast majority of games are bought by adults — you know, the ones who have the money to afford them. I reckon Richie, Rob and Jason could be reporters, and I've heard Mike Wilcox on Triple J and he'd be good, too. Get to it, TV gurus!





Guys, this is the deal it's Nina's way, or no way at ell..

Q. Can you tell me if it is cossible to buu new cases for PlayStation games? Cam Hillard, via e-mail No, not that we know of, but it would be a great idea. Our only suggestion is to try secondhand stores that sell swap them with a friend's cover when they're not

O. Thanks for the Anna Kournikova's Smash Court Tennis demo on the Official PlayStation Sports Special disc. I want to buy it, but can't find a store that stocks it. Apparently it's been withdrawn from the Australian market. Can you help? Colin, via e-mail

A. Withdrawn is a bit misleading, it's just that Sony doesn't have any more copies in its werehouse and won't be ordering or manufacturing any more You still might find it at some retailers, so a good ring around should find it, particularly at stores like **Electronics Boutique that** elso sell second-hend copies. Although it would be a very expensive last resort, you could import from the UK, as they use the PAL system like us. Just remember to make sure it is from the UK and not the US, which uses





so little that's new and enjoyable (such as Tekken Tag Tournament and Ridge Racer V). However, let me assure you that if my eyes saw correctly on the Internet (and if my brain read correctly), no X-Box or Dreamcast game will be able to match Metal Gear Solid 2: Sons Of Liberty.

I looked up around five Internet sites and ALL said that MGS2:SOL was by far the game of the E3 expo. Not only were the screenshots the best I have ever seen, but they featured stunning special effects that no PSX, and certainly no Dreamcast, game can match.

It sounds as though it is going to feature some great gameplay, and if Hideo Kojima's rumours are correct, it will even feature the ability to feel heat and cold. How cool's that?! Some people even said that Hollywood should learn a thing or two from Mr Kojima, because the cinematics are so perfect.

Meanwhile, with the huge list of extremely promising games such as Wipeout: Fusion, Final Fantasy X and XI. Resi 4. Summoner etc. it. is clear that PS2 will kick Dreamcast's butt, just like PSX did to Saturn. However. whilst the X-Box is a superior console to the PS2, it is not the power of the console that counts, but the game developers and the popularity of it (as we have seen in the past between PSX and N64). In my opinion PS2 has both.

At the moment the X-Box is not aiming highly at the Japanese market where some of the world's most talented game developers are based. Add that to the big name Sony has already developed in the videogames industry and the huge supporter base the PSX already has, and the PS2 is almost destined to attract the big developers and beat the X-Box in quality and popularity.

Nathan Williams, SA

### Ladu Luck

Good luck with your 'Wanted' column. I wish I could write a column asking for free stuff. Let me see. I think I'd start with a copy of Tony Hawk's 2, a PlayStation2, a new car, a new girlfriend.. John, via e-mail

### **Wrestling With The Truth**

I'd like to start by saying you're the best damn PlayStation mag around - I love the goss on PlayStation2 and the dirt on new games each month.

I disagree with loel Turner's letter in the June issue (PSM 35, page 36), and the words 'intelligent' and 'wrestling' should never be used in the same sentence. The closest wrestlers come to being intellectual is running round a roped ring in spandex, covered in baby



oil, high on steroids, trying to wrap their legs around some other guy's head.

People who say they watch wrestling for the fights must be either blind or stupid because the so-called 'fights' are fake. So stop spending millions of dollars a year on making games for this 'sport' and go spend it on another Metal Gear Solid.

Keep up the kick-arse

Ryan Vinten, via e-mail

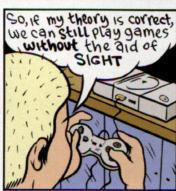
### **Heep The Faith**

I have been unfaithful. After months of buying your magazine, I decided not to buy it any more. I'd basically given













## [PLANET PLAYSTATION]



up hope on the good ol' PlayStation, as there weren't any games that could excite me like they used to...

But as I waltzed through my local newsagent the other day, my eye spotted the Tony Hawk's 2 demo. I instantly yelled at my parents to give me the money for the mag (which has gone up, stupid GST) and as soon as I got home, plugged in the grey box and started playing.

Two days later I finally got round to reading your mag and I would like to congratulate you on the relevant information featured. Your coverage on E3 was great and the quality of the demos you official people receive craps over the competition.

Keep up the high quality and thanks for the demos. Jared Fraser, via e-mail

### **Not Looking PS2 Sharp**

As a PlayStation owner looking forward to PlayStation2, my anticipation of the new 128-bit super powerful graphics machine has somewhat declined. Why, you ask? Unfortunately, it's due to the Gran Turismo 2000



screenshots you've published in the magazine.

As a racing fan, the one thing I hate is the sharp, jagged lines on cars in most 32-bit games. I thought Sony would fix this problem on its new 128-bit machine, but screenshots prove otherwise.

Will this be fixed in time for the PAL release or will it be a downfall for all racers and other games on PlayStation2? If so, Sony has overlooked a major flaw in its games and should utilise anti-aliasing in future releases.

David Hulsman, Qld

The anti-aliasing issue has been blown out of proportion. Sony says PS2 has no problems with anti-aliasing, and the developer of Summoner reports that it has its game fully anti-aliased, with no speed penalty and running at 60 frames per second.

### **Frankly Frustrated**

Just wondering whether anyone out there has managed to finish Medal Of Honor with 100 per cent. I'm sure I've finished everything, but I'm still only 99 per cent. It's bugging the hell out of me!

Frank, via e-mail

"Great work on the mag guys, it just keeps getting better and better!" is how most letters start in your magazine. There seems to be an alarming rate of drivel included in each letter that is printed. I am not having a go at you, but you seem to choose letters showing Australia's youth is on a downward spiral to idiocy. Not to mention the 30-year-olds who write in about their retro years (shudder). This is probably why the average age for a reader is 19 - a few 30-year-olds and a lot of young children.

Examples of stupidity are the people who seem to be unable to find a G-Con Bazooka for some reason, or others who claim they have imported a PocketStation for a reasonable price of "\$2100"... Xen Crane, via e-mail

**Rough Seas** 

Alas, I have been lured away by cheaper pirated games in the hope of sav-

ing money, but all I got was cheap crap! I have seen the light and destroyed these games. A friend of mine had his PlayStation ruined by the games and chips installed to enable them to be played. He can no longer play anything. I believe games are expensive because of pirates ripping-off hard working people. I now buy games on sale or wait for them to go Platinum.

Stick to the sea and children's storybooks, you bastards, and leave our beloved PlayStation games and consoles alone! Matt Flemming, NSW

### Demo Derby

How do demo discs affect game sales? If it is because some games are crap and the demos show it, then tough. If it is because people are happy playing the demos and don't need the full game, then surely that is an issue for developers to implement time limits or something. I can understand Sony limiting demos to official publications, but limiting the number of demos seems a little counterproductive.

I rarely buy a game without playing it, and if I can't get my hands on a demo, I'll rent it instead.

My main concern is that if Sony is worried about demos now, how will

that affect the availability of

We agree Xen, it's so annoying when

people ramble on without having a real



downloadable demos when the PlayStation2 gets a Net connection?

By the way, great mag! Matthew Johnson, via e-mail

### **Fit State**

I am a regular reader of PSM, but I'm concerned about the message PSM is giving out about epilepsy.

In a recent issue there was a comment about epilepsy in 'A Ton Of Stuff'. The comment "pretend you're having an epileptic fit" disturbed me, as I recently found out that I have epilepsy.

As I'm only 14, it has been very hard for my family and me, but we are getting through it. It is distressing to see PSM making epilepsy sound like some sort of joke. Epilepsy is not a joke and it should be taken very seriously.

Jessica Armistead, NSW

Sorry Jessica, our writer was simply making a (bad) joke in relation to those warnings in game manuals. We did not mean any offence and are sure you are tackling your condition bravely. A copy of Metal Gear Solid is in the post!



Q. I'm looking for a game that will stay in my console until Christmas. I'm thinking ISS Pro Evolution or NFL Blitz 2000, but I'm badly waiting for Driver 2, Tony Hawk's 2 and Mike Stewart's Boarding. What should I do - make a move or wait? Please help. Jesse, via e-mail

A. We couldn't recommend Evolution more highly, but Tony Hawk's 2 and Driver 2 are bound to be superb as

Q. I have a 14-year-old son whom is disabled and loves PlauStation. He would like to know if there is a Ruobu League game on the way most of his favourite games are sports ones.

Mrs D. Patterson, NSW A. Unfortunately, no one is making a League game at the moment. Hing of sports sims, Electronic Arts, hes said the merket is too small, and has recently canned the PlayStation version of its Rugby Union game.

Q. 1. What is the difference between Tony Hawk's Pro Skater and Tony Hawk's Skateboarding?

2. Does Powerline have an Internet cheats service? Eric Jinks, via e-mail

A. 1. Nothing – it's the same game! It was called *Pro Skater* in the US but Skateboarding is ensuring there's no confusame name everywhere: Tony

2. No, but www.playstation. com.au does have some



LLUSTRATION CHRIS WAHL



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Train with fellow mutants and fight your way up the ranks, learning amazing mutant moves and using your special powers to dominate super-villains. It's boot camp for fighters... and only the strongest will survive. Professor X wants you!



Fight as 10 different X-MEN characters. including Wolverine and Cyclops.



Use signature mutant moves, powers and abilities-for the first time in 3-D!



DO YOU HAVE WHAT IT TAKES TO SURVIVE?









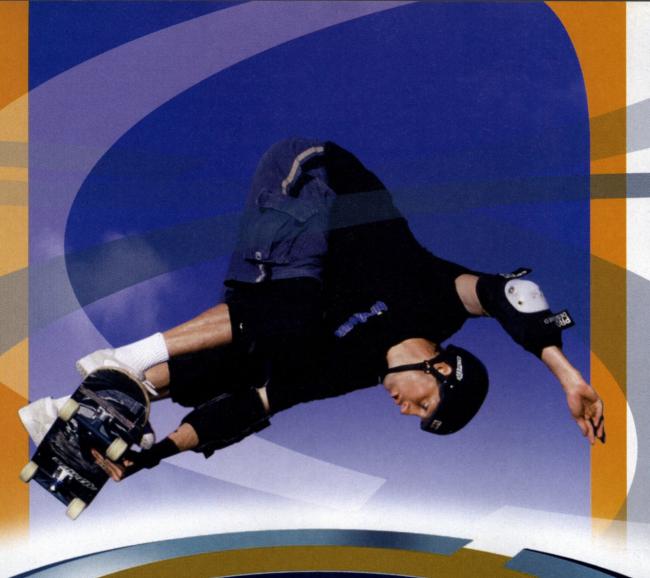


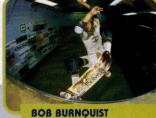




Screen shots taken from PlayStation® game console gameplay.

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BUCKY LASEK

CHAD MUSKA

## TONY Hawk's KATEBOARDII

BUY Tony Hawk's Skateboarding game from Target and receive a demo disk of Tony Hawk's Pro Skater 2 FREE!\*

Available from Target only while stocks last











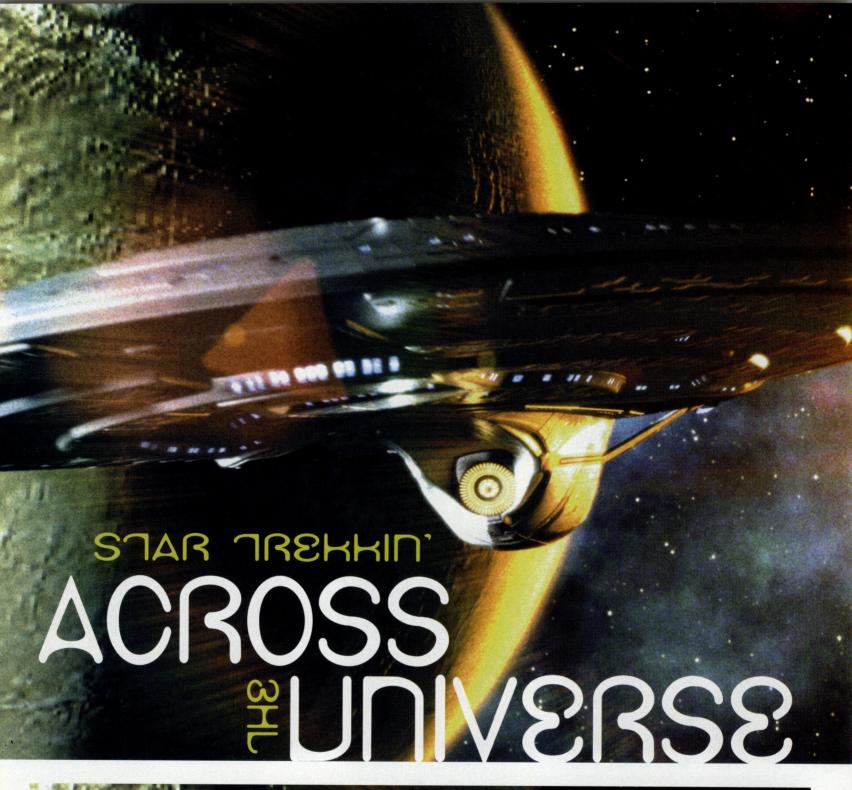


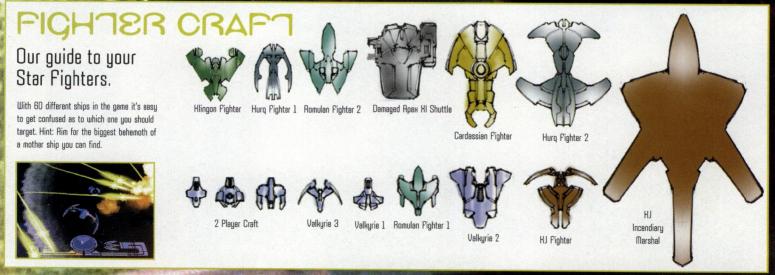


ANDREW REYNOLDS

GEOFF ROWLEY







Blast away with photon torpedoes. Oooh pretty...









AYSTATION SPECIALFEATURE



PSM boldly goes to check out work on Activision's Star Trek: Invasion! The Borg are back in town...



layStation is the final frontier, as far as the Star Trek license goes. While PC enthusiasts have enjoyed a number of strategy games featuring the crew of the 1155 Enterprise. mighty PlayStation gamers have had a long wait. Klingon Honour Guard was alleged to be on its way, but ended up in development hell. Luckily Activision picked up the license and developers Warthog began work on Star Trek: Invasion!, the first in a long line of Trek games. Rather than throw out another strategy game, the Warthog team, which includes bods who worked on Colony Wars (PSM 6, 8/10) and Descent (PSM 5, 8/10), have opted for the 3D shooter route.

"This game's not just a shooter," protests

encyclopedias and weighty technical tomes to make sure that the game will appeal to even the most fanatical of Star Trek fans.

"We got this one book," explains Han Randhawa, lead artist, "that traced the development of spacecraft from the early '70s, right the way up to the actual time of

The plot they've come up with concerns the Borg (of course) and their attempts to assimilate an apparently hapless race, the Kam'Jahtae (designed exclusively for the game by the guys at Warthog, with approval from Paramount). The game starts with the Klingons getting in the way of our wiry Borg friends, and Worf is summoned by Captain Picard to take a crack squad of fighter pilots in to sort out the mess. One of these craft

#### We've got loads of characters in there, including Worf and Picard, and a plot like you'd see in the series itself...

lead designer Haydn Dalton. "We've got loads of characters in there, including Worf and Picard, and a plot like you'd see in the series itself."

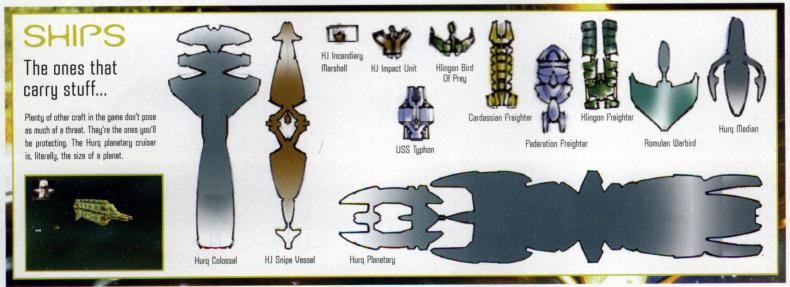
Indeed, PSM pulls up a chair in their offices and enters a sprawling universe of Star Trek trivia. References to obscure Trek episodes come thick and fast, suggesting that subtly name-dropping the Picard manoeuvre would be singularly unimpressive in this company.

"To be honest, I didn't really like the show when we started out," laughs Haydn. "But the more we developed the game, the more we got into Star Trek. I know a lot more than I ever expected to."

Research was the key to developing the with the team devouring will be piloted by your good self under the name Ensign Cooper.

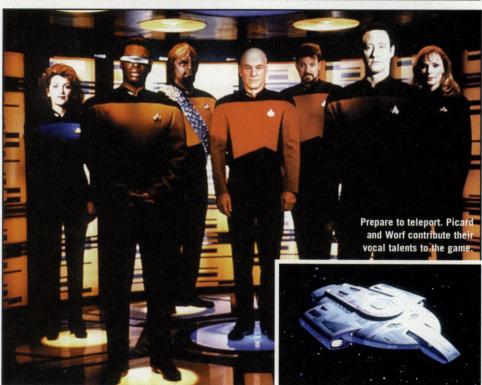
Now, PSM knows a thing or two about Star Trek and there's a big problem with the idea of getting the Federation involved in a big space battle. It's called the Prime Directive. The Federation can observe, but direct action is very much frowned upon on the grounds that it'll affect the development of a species.

The Warthog crew knew this from the start. As Haydn points out, "In Star Trek you don't just go around killing people. There has to be a plausible reason for them to intervene on such a drastic scale. We had a story, but we also had to tie it in to something that was instantly recognisable as Star Trek."









"Paramount were quite cautious about the concept," continues Han. "They said: 'Why do you want fighting units in the game, surely that's aggressive? Why would the Federation even have something like that?" Which is where the intricate and exceptionally detailed plot comes in. Regular viewers of *Star Trek: The Next Generation* will remember the battle of Wolf 359, in which the Borg attempt to assimilate the entire Federation. Warthog came up with the idea that when

## Since the Borg are now back in town ... the program's been reinitiated"



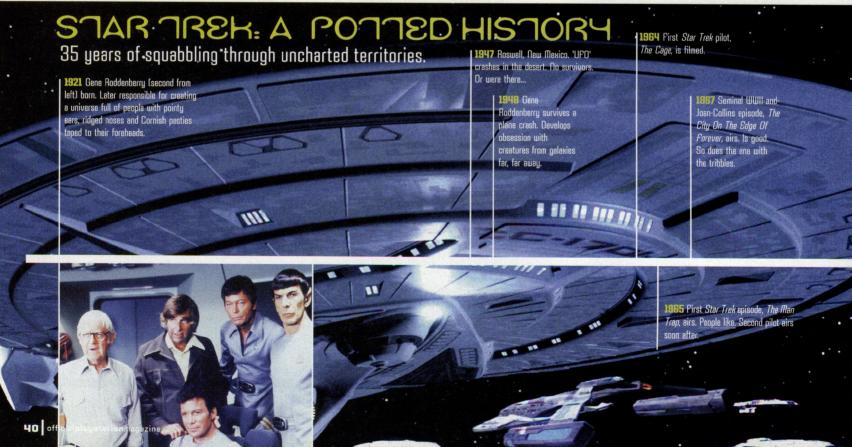
the battle of Wolf 359 kicked off, the Federation began developing an ultra-manoeuvrable fighter unit, but it was never finished. Since the Borg are now back in town and posing an immediate threat, the program's been reinitiated. Enter swarms of space fighters, based on the battle cruiser Defiant. (Yes, the one that Sisko frequently takes out for a spin in *Deep Space Nine*.)

"They actually developed the Defiant as a warship," says Han. "It's a very aggressive ship indeed and the first one in the Federation actually capable of acting in a dogfight. The question is, what are the Borg doing back in Federation space? If it's not for the Federation it must be for something else..."

Welcome then, to the latest racial addition to the Star Trek universe, the Kam'Jahtae, a race that have been collectively hibernating for the past 200,000 years in a giant hive unit which orbits a planet.

"We were allowed to develop the Kam' Jahtae from scratch and we've even built them an ideology and created some background information as to what sort of race they are. They're like a hive, very aware of each other, very insectoid. So the Borg are after them for a particular reason that will be revealed through various twists and turns during the game," says Hadyn.

Knowing that Star Trek fans are notoriously













Interplanetary warfare never looked so good. But it takes serious skills.

fastidious about the accuracy of details in the shows. Invasion features a gameplay area that includes references to planets from The Next Generation.

"We had to mark out the area like the quadrants in the Star Trek universe, with star systems and major planets marked on it," explains Haydn. "There are certain areas that aren't fully explored in the series, so there was a lot of room we could do what we wanted with. But we've also used a lot of references to things that do exist in Star Trek, which we think really authenticates it."

Another method they used for authentication was getting the script checked by Jim Swallow, who writes for Star Trek magazines and is a bona fide expert.

"I gave him the script that we had and he Trekified the lot," says Haydn. "So now it sounds really authentic. We also managed to get hold of two of the most popular characters in The Next Generation, Worf [Michael Dorn] and Picard [Patrick Stewart], to perform the voiceovers. Worf was dead keen to do it actually; I asked about getting him one afternoon and by the evening he'd said yes. Picard was a little more tricky."

So, just over a year since development started, Star

Trek: Invasion! is nearing completion. There are 35 levels, including 10 secret missions and five multiplayer levels. As Han and Haydn talk about the Star Trek world, it's obvious the entire team have worked extremely hard to make sure the game's as authentic and immersive as possible. But how does it play? Having watched Haydn hurl his Defiant round the outer reaches of the galaxy, it was time for PSM to step up.

As it happens, throwing your ship round in three dimensions faster than the speed of light turns out to be quite tricky. Yes, it's manoeuvrable, but getting a lock-on was a bit difficult and actually getting a shot off accurately was harder than you'd expect, until you get used to the controls. But such problems are inherent in space shooters like this (remember Omega Boost?). Haydn concurs, "People said it was too hard and what we've done is expand the training area so that by the time you get into the missions you're fully familiar with flying the ship. But there's also combination moves like double taps for speed spurts and hard right and left barrel rolls to make sure there was plenty of depth for the advanced player."

PSM crashes the ship into another damned asteroid as Han continues to enthuse, "Because of the control system we've got on the ship, you can stop on a dime, spin it round, strafe, there's a low velocity warp to get you out of tricky situations and a reverse warp. We've also got a tractor beam where you can pick up objects, so you could grab mine while you're cloaked. put them next to a shield and set off a chain reaction by blowing one of them up."

Sounds great. PSM barrel rolls past an enemy ship straight into an oncoming photon torpedo. Hmmm, might take a while to get to ace wingman level, but get there we will... PSM beaming up.

#### Star Trek games: Where did they go?

With nearly 20 Star Trek PC games available (most of which are stuffu strateou games), it's strange it took so long to transfer to PlayStation. Star Trek: Invasion! is good, but the traditional old-school Kirk 'em up is Star Trek, the original arcade coin-oo. Modelled on the Star Wars engine. the Trek game lets you shoot out polygonal wireframe Birds Of Prey. Seek out the Klingons hiding behind the asteroids, blow them to pieces with your photon torpedoes, and hang the damn Prime Directive.





Remember Star Trek down the arcades? How impossibly cute. Look at all the nice texturing...



1978 Original Star Trek cast reunited at Paramount lot. Shatner and wig. Nimoy and ears, DeForest Kelly and sardonically raised eyebrow.

> 1982 Star Trek II: The Wrath Of Khan premieres. Not much better than the first

1986 Space shuttle Challenger explodes.

> 1987 Star Trek: The Next Generation oremieres.

1992 Gene's . eshes punted up to space and eleased. To great critical acclaim

1995 Star Trek: Voyager premieres. Plot. Pederation ship stuck in a different dimension struggles to get home. Will they make it? Probably not, but let's see how long they can spin out the series with such a flimsy premise

> 1999 Last episode of Star Trek: Deep Space Nine. Sisko returns to his small college, where he teaches acting. No, really.

> > 2000 Voyager set to end, but further Trek spin-offs mooted including the 80210-esque Starfleet Academy and Star Trek: Enterprise.

1968 First manned orbital flight around moon. No aliens spotted.

1979 Star Trek: The Motion Picture premieres Incomprehensible to most.

> 1984 Star Trek III: . Search For Spock premieres. Now we're getting somewhere. · Cheers big ears!

1998 Star Trek: Voyager 100 episodes young. Boo!

1996 Star Trek: Deep Space Nine 100 episodes old. Hooray!

**1993** Star Trek: Deep Space Fine premieres. Political, social economic and full of twists and turns, it's undoubtedly the best Star Trek series since, umm, The Next Generation.

1991 Gene Roddenberry shuffles off this mortal coil.

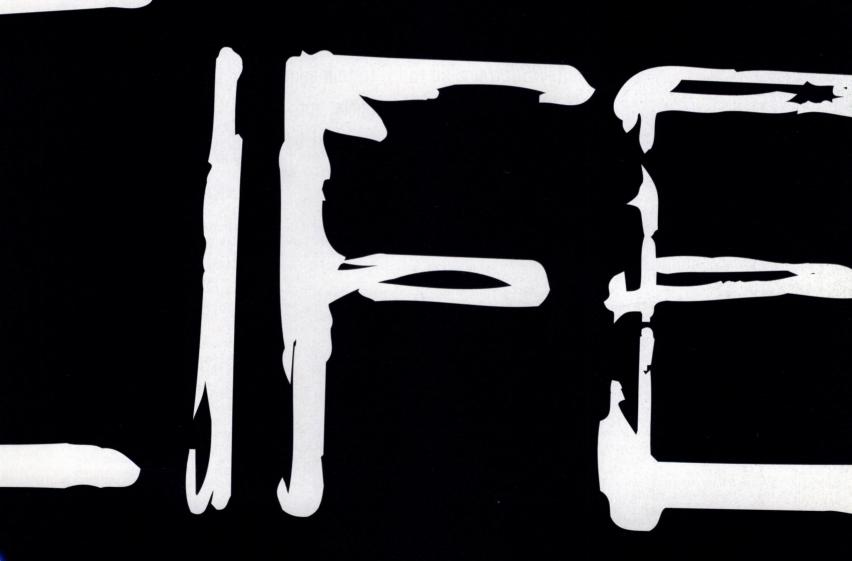


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## FROM THE CREATORS OF FINAL FANTASY





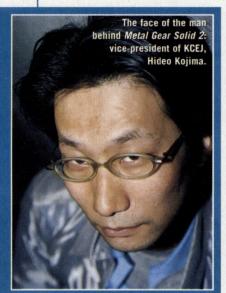


SQUARESOFT

#### PLAYSTATION **SPECIAL** FEATURE







It is the game the world has been waiting for. It is the game that dropped the jaw of the videogaming industry at this May's E3 expo. It is Metal Gear Solid 2: Sons Of Liberty and it is the first game to show what PlayStation2 is really all about. PSM travelled to LA to talk exclusively to Metal Gear creator, Hideo Kojima, and get the lowdown on what could just be the future of videogames

t's 11.59am on Thursday, May 11, and the gentleman to our immediate left looks nervous. All around him, a crowd is swelling and is equally anxious for the show to get started. The reason? They're here to see a nine-minute show-reel of a videogame. Nothing out of the ordinary considering this is E3, the world's biggest gaming expo, but then this is no ordinary videogame. This is Metal Gear Solid 2: Sons Of Liberty and the huddled masses are gagging to see just what a certain Mr Solid Snake will look like on PlayStation2.

Nine minutes later and the gentleman to our immediate left looks relieved. People are shaking his hand, shaking their heads at what they've just witnessed and smiling smiles that reveal that they've just seen a game that could change the way the world perceives videogames. Our gentleman friend smiles, soaks in the plaudits and deftly weaves his way back to the VIP area of the Konami stand. It must be a relief - yesterday, Hideo Kojima didn't think anyone would like it...

Rewind 19 hours and PSM has just attended the world premiere of Metal Gear Solid 2: Sons Of Liberty. Shown to a select press audience, the nine minutes of in-game footage (minus a few seconds - see 'The Premiere' on page 45) is without question potentially the best PS2 game in development. Set on a tanker buffeted by raging storms, it features Solid Snake, a whole infantry of troops, a new female character, Matrix-style camera effects, a certain 'brother', scant snippets of plot, full-on action, plenty of humour, buckets of atmosphere and, yes, a bloody great robot by the name of Metal Gear Ray.

We could go on forever - and indeed we do in 'So What's It All About?' on page 44 which you should read NOW - but it's time to talk to the man himself. PSM chatted to Kojima-san briefly on Thursday morning and again at the end of the day, this time accompanied by Metal Gear character and mechanical designer Yoji Shinkawa. While there was much Kojima would not be drawn on in terms of plot and character, what we did get was a glimpse of the future of videogames. Read on...

#### Offical PlayStation Magazina: Why New York?

Hiden Hojima: [Laughs] It might not be the capital but it is the centre of the United States. Not only the US, but it's also the cultural, economic capital of the world. If we had to pick a place for Snake to visit, it had to be New York.

PSM: Was this because of a personal interest in American culture and films?

HH: US music, film and books are all aspects that I have to my personality. As for Metal Gear, I guess the influence is a little stronger.

PSM: On to the game. What would you say are the main differences between Metal Gear Solid 1 and 2?

HH: The one main difference is the number of enemies you can have and their AI - they're so much smarter than the soldiers in the previous game. With more enemies that are smarter surrounding you in Metal Gear Solid 2, the thrill level will be so much higher. PSM: Metal Gear has always been a mix of action and subtlety.

HH: Yes. What I want to do in Metal Gear 2 is make

the players 'feel' the air - the space between characters, the air, the atmosphere, the temperature, the moisture, all of that. That's really hard to do with computer graphics - everything is so clear and it's really hard to express something that's not there. What I want to do is use a lot of effects like blurs so people can see the distance, the air... The stuff you don't see in games. We're using a lot of the calculating powers of PlayStation2's Emotion Engine to create this

PSM: Emotion seems to be the key word – the emotion before revolved around the notion of stealth. It's something a lot of other PlayStation games have tried since.

HH: Stealth in other games is not really the way I do it. What I see in other games is stealth where characters hide to kill enemies. What I try to do in my game is for the main character to hide and just get by. To sneak around but not really fight the enemies.

PSM: One thing that became apparent from yesterday's premiere was that the show-reel was very like an actual movie trailer. With the power of





#### SO WHAT'S IT ALL ABOUT?

Damned if we know, but here are a few glimpses and guesses at the plot...

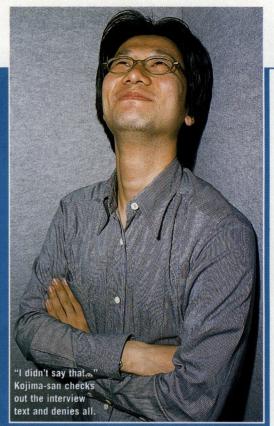
With the game only 10 per cent complete, Kojima-san isn't spilling the beans on just what Metal Gear Solid 2 is about. From our interview, we do know it's a few years after the last game and from the title, we also know the new villains are called the Sons Of Liberty. PSM hazards a guess that these are US-based super-patriots (one of the helicopters from the movie did have a Red Star on it...), who have enlisted Revolver Ocelot and maybe Liquid Snake to steal the data on the Metal Gear Rex experiment from the previous game's Shadow Moses incident. From this comes Metal Gear Ray and maybe a whole batch of Metal Gears, controlled by the Sons Of Liberty to attack and destroy, Godzilla-style, that

bastion of corrupt American capitalism -New York City, Enter Snake, enter a huge showdown with Metal Gear Ray on the Statue Of Liberty (hey, we're just guessing here) and plenty of scrapping with the new female character - a Daughter Of Liberty perhaps?

Elsewhere, Kojima-san has said that the game questions the "effects of the digitisation of society". In the game brochure, he goes on to say that "life makes the species evolve by mixing genes and passing on genetic information to future generations. Then how do things that are not part of the genetic information - one's thoughts and spirits, cultures and history - get passed on? Why do the laws of nature not touch upon the inheritance of such things? What are we to pass on by means of (digital) recording methods unique to humans — speech, writing, music, visual images, etc? Moreover, are we obliged to pass on such things? The conceptual theme of MGS2 is about leaving (passing on) the soul

(memories) and way of life to future generations."

Your guess is as good as ours, but if Kojima's agenda concentrates on genetics, DNA, memories, digital data and the whole notion of truth and lies, expect a certain brother (or two) to figure heavily...



PlayStation2 allowing you to almost make a movie, does this make the idea of a film of Metal Gear redundant?

HH: The Metal Gear I want to create has to be a game because Metal Gear for me is where a player can move the character around and do stuff on your own - interactivity is key. That's what I want. If a Hollywood director wants to direct a Metal Gear movie, that's fine with me, but I'm not interested at all. To me, Metal Gear is a game.

PSM: You used a lot of humour in the show-reel.

HH: [Laughs] Yes, there will be a lot of funny stuff in the game. I'm from the western part of Japan - the Kansai area. Kansai is famous in Japan for pumping out a lot of comedians. It's in my blood; I have to do this funny stuff. Even ladies on the street are comedians. Why? I don't know - maybe they're less reserved and like to joke around.

The time is 11.59am and Koiima-san has a date with the front of the Konami stand. We join him to watch the movie a second time and then rejoin him at 5pm. Somehow, he still looks spritely and no doubt relieved that the day had both gone well and

PSM: Since we saw you a few hours ago, the showreel has played six times. What was the reaction

HH: Well, they seemed to like it! Am I a happy man? Yes!

PSM: What plans do you have for the sound?

HK: There's one thing that we couldn't do before that we will be able to do in this new game. There is this one track that will be playing during the game and it will change as you play. I'm not saying it will change into a different track, but the track itself will change depending on how you play. For example, you'll only get the percussion when Solid Snake is in a bad situation. It's as if there's a full orchestra right next to the player. So every time Snake is facing different enemies or in a tricky situation, or there is one enemy with a big weapon or whatever, that same tune will be played in a different way.

PSM: Another major change is the introduction of a first-person mode. This was included for MGS: Integral (the Metal Gear add-on disc) but removed when it was released in Europe as Special Missions. What do you plan to do with this?

HH: First, you cannot move around in first-person mode - you can only move around in third-person mode. However, you can shoot in first-person mode. The advantage here is that you can move your sight

around anywhere - you can shoot in the head, the arm, the hip, the foot. You can't do that in the thirdperson mode. In the third-person mode, every time you shoot someone, you shoot them in the stomach. By being able to aim at different places in firstperson mode, you could aim at the cup on the table or stuff like that. You could aim at a pipe in a certain spot so you could have steam shoot out in a certain direction.

PSM: In the show-reel, Snake shot directly at a pipe and seemed to do this to blind his enemies before taking them out.

HK: Well, you could actually finish the game without using this first-person mode at all. But if you want to play strategically - shoot the guy's radio before he makes a radio call to get more enemies over you can do that. In the video, one of the enemies shot the light when wearing his infra-red goggles. This is a definite strategy and something that Snake can do as well. If Snake happened to have his goggles and the enemy didn't, he could do that. That's something you cannot do in the third-person because you could not aim at the light.

PSM: Shooting backgrounds indicates an interactive























A game having near-to-cinematic visuals, but with total interactivity — that game could be better than a movie. That's what I'm truing for"

world - a world that you hand over to the player and let them make their own minds up how they want to play their way through it.

**Exactly.** The most fun part of a game is having the freedom to do the things you want to do. So, yes. PSM: But does that change the nature of being a game director. Are you now simply creating worlds and not storvlines?

\*\* Not really. Yes, I provide the setting, but I also provide a storyline that the player has to follow. What the player can decide is how fast he or she wants to go through the game. I still come up with the storyline and make the player go this way or that way. I'll still be the director.

PSM: How important is PlayStation2 in creating this new breed of interactive, cinematic games?

It's not really the capabilities of the machine. What's really great about PlayStation2 is that it plays DVD movies. It will draw in a whole new crowd of people who want to play movies on the machine old movies as well - but who want to play a game as well. At the moment, there aren't games out there that fit them. My games are cinema-oriented and will probably fulfil the gaming needs of these movie lovers. I think this new audience will want this type of cinematic game and then other companies

will probably start creating games with that kind of flavour. That way, the games industry will move to the next level.

You're describing yourself there.

Hit That's what I want to do. I know that we can't beat movies graphics-wise with game visuals - movies will always be better - but I'm not striving for that. What I'm

> A younger looking Solid Snake from his Metal Gear Solid 1 days ...

doing is creating games. While they can be cinematic, the great thing about a game is that you can play it - it's interactive. If you look at it as a total package, a game having near-to-cinematic visuals, but with total interactivity - that game could be better than a movie. That's what I'm trying for.

PSM: "Better than a movie." Is that where online potential comes in?

HH: [Laughs] It's a possibility.

PSR: Let's talk about the plot of Metal Gear 2 (see 'So What's It All About?' on page 44). The press brochure claims that the game "sounds the alarm for the digital society" and is concerned about "passing on memories and [a] way of life to future generations". Could you expand on that?

III: [Laughs] It gets involved with the story so we cannot say much. The warning involves the fact that the player is playing a videogame and the videogame is a digital thing. You play in this virtual, digital world - and that's part of the warning as well.

PSM: Previously, Metal Gear broke the fourth wall when you had to input a code from the back of the

HH: It all comes together.

PSM: If you can't talk about specifics, can you tell us if these themes are important to you - passing on memories and "the escape from the restraints [DNA]" (the theme of the original Metal Gear Solid)? I personally think it is important to pass on memories. Going back to the game, the warning is that the way we leave a lot of ideas to the next

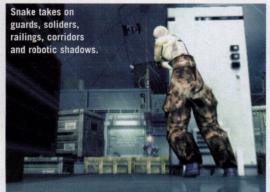
generation is so digital now. We leave music on CDs, movies on DVDs... It's just memory space on a computer, so all the passing is done digitally. I guess one of the questions linking

to that theme is that do we really have to pass on these things to the next generation? My personal feeling is that we should.

PSM: You seem to be applying this same level of detail to the in-game physics and that includes the background as much as the main character.

Instead of using the machine's power to draw every single hair or your hair pores or wrinkles, what I'm trying to do is create a very realistic world with all the laws of physics applying to everything around you. You can interfere





#### THE PREMIERE

PSM's trip to see the world premiere of Metal Gear 2 and a full run-down of that movie, frame-bu-frame...

PSM was lucky enough to see the movie of Matal Gear 2 the day before E3 began at Universal Studios. Here's a full run-down of the nine-minute movie, second-by-second. Remember, only the first five seconds of snow at the very beginning is iter generated - the rest is edited in-game footage... 00.00 "The following PREVIEW has been approved for ALL

AUDIENCES by the Gaming Association of KONAMI."

OO.16 Snow flurries across a stormy night sky. Nice.

DO.23 "This is Snake. Octacon, can you hear me?" YES! "Yeah, it's Snake, I hear you," replies Octacon (Hal Emmerich)

00.30 "I made you wait, didn't 1?", says Snake. A tanker looms into view. "I'm now at the sneak point." Wind billows. "After Shadow Moses, technological information on Metal Geer was sold on the black market, right?" This is getting interesting.

sparking off him like Arnie in the original Terminator. He looks rock. "And then Metal Gear epigones spread worldwide." (Epigone means successor or descendent) Octacon continues, "(Retal Gear's no longer a special weapon. The new model was designed to fight them. We've obtained information that the new Metal Gear was being transported secretly." Snake rears up, rain lashing against his face and his stealth suit soaked to the skin. "I should have felt doubtful in the first place..."

O1.06 The music reaches a crescendo as the storm lashes against the tanker. A voice booms. "Shalashaska has descended." A helicopter arrives, rammed with camouflaged and be-goggled soldiers. "I'm going into the hold now... How are you doing?" "We've taken over all of the upper compartments," replies what sounds like Mei Ling on the Commlink. "Are they taking it over?" Adds Octacon. Soldiers move photo-realistically through the rain, point sniper rifles menacingly and slit

01.19 "Once we get it, we're sinking the tanker" Soldiers are teeming through the ship now, rifles pointing expertly into every nook and cranny. "Who's controlling it?"

01.25 "Only he has gone through VR training. It's gotte be him." But if it's Snake speaking, who could be be talking about?

O1.23 "What are they planning to do? We're screwed if Metal Gear falls

into their hands." Ah, those soldiers will be the Sons Of Liberty, perhaps?

O1.34 "You promised to leave the unit after this operation," says Snake. More soldiers descend from choppers, ropes flailing realistically in the storm. "I won't," replies Mei Ling, "The unit is my family, I have

01.37 "This is a country of liberty." Not with all these soldiers on board it isn't. As lightning strikes the ship and raindrops hit the camera lens, Snake gets to his feet, his steps giving off beautiful splashes

**01.52** Snake starts peeking around corners, body displaying perfect anatomy in real-time. Before heading round to meet his enemy, Snake's jaw drops as he steadies himself. And then he starts crawling, rain soaking him and drops bouncing off, like a scene from a film...

**02.04** Snake splashes up the stairs, as lightning flashes throw shadows all over the place. Hell, this *is* a movie trailer.

02.18 Flashlights are used by the guards to hunt out Snake

**02.25** And hello Sniper mode. A quick snap back into a third-person view and the balaclava-clad bad guy gets a tranquilliser dart in the skull. 02.38 Where's Snake? Hanging from the gentry and sliding along to avoid detection. R skip over the rails and it's away.

02.55 More cinematic camera angles and film noir shadows, as Snake heads upstairs. He sneaks along the corridors and a shadow moves due to immaculate light sourcing. Here comes a guard, but Snake catches his

**03.14** And hello Snake. He stumbles across a guard who immediately raises his hands and gives up, shaking in his boots. Does he get marcy? **)** 

#### CURRICULUM VITAE



#### Who is this Kojima bloke anyhow?

1963: Born on 24 August in Stagaya, Tokyo. 1966: Moves to Kobe at the age of three where he spends the rest of his youth. While at school starts shooting 8mm films and writing stories.

1986: Aged 23, Kojima joins Konami as a game planner. 1987: Plans, scripts and directs Metal Gear for the MSX. Gamers are impressed with the innovative concept, dramatic script, effects and detailed world setting, all of which was then totally new in an action game.

1988: Plans, scripts and directs Snatcher, a Blade Runner meets Monkey Island-ish graphic adventure for the PC Engine, MSX and MegaCD.

1990: Plans, scripts, directs and does the graphics for Metal Gear 2: Solid Snake, again for the

1994: Plans, scripts and directs Policenauts, a mech-styled Snatcher sequel for the PC Engine, MegaCD and PlayStation

1998: The milestone. Plans, scripts and directs Metal Gear Solid for the PlayStation - a game that not only introduces stealth into

the videogaming lexicon, but goes on to sell over 5.5 million copies worldwide (March 2000). And get a 10/10 from PSM. Ahem.

1999: Made vice-president of KCEJ. Now oversees all KCEJ games, including PlayStation versions of BeatMania, DrumMania and Guitar Freaks.

1999: Plans, scripts, directs, edits and does the graphics for Metal Gear Solid: Integral, the add-on missions disc released as Special Missions in the UK. The opening intro was made by Kojima using PlayStation2

2000: Produces and plans Metal Gear:

Babel for the Game Boy, but has far greater tricks up his sleeve he's already been working on both Metal Gear Solid 2 and new title Z.O.E. for more than a year. Roll on 2001...

NETALGE AR

with all this stuff. It's a 3D world where you can 'feel' the air, the temperature, the moisture - all of that. PSM: Which must make the traditional joypad-lead control method a touch limiting. SCEA's vicepresident of third-party research and development, Phil Harrison, says that Sony's labs are working on voice recognition...

HH: I would like to incorporate voice recognition in one of my games. It could suit Metal Gear. Maybe simply calling Codec on the Commlink...

PSM: In the meantime, you have the Dual Shock2 to work with, with its analog-sensitive buttons. Will you use these in Metal 2?

HH: Yes, I'll use each button since it works that way. For example, if you push the button slowly, you can point the gun slowly. If you go fast, you will point it quickly. If you point (the analog stick) up quickly, you can crawl quickly - but if you crawl quickly, you will make noise and then the enemies will hear you. You can peek your head out from behind walls slowly or when you have your finger on the trigger button, you've got to let go slowly or else you could accidentally shoot.

PSM: You'll be able to shoot more than the traditional weapons. Yesterday you said you were introducing tranquilliser darts and that it was even possible to finish the game without killing anyone.

HH: That's all I'm revealing for now. Obviously, I'll have new weapons. Some of them already exist in the real world and some of them are imaginary weapons based on the high technology that you can see and my own imagination.

PSM: The tranquilliser darts... If you use them in first-person mode, you can time how quickly your assailant passes out. If you shoot him in the leg, he'll stagger for a while but...

HH: That's how it works. If you shoot him in the heart. he'll drop instantly.

PSM: A question for Mr Shinkawa (MGS2's character and mechanical designer). The new Metal Gear Solid is very organic, very insectoid in design...

HH: In the first Metal Gear, I wanted Metal Gear Rex to be more of a dinosaur, but with the limitations of the machine we couldn't have too many polygons. It had to be edgy and square-y. Even the motion had to be very robotic. With PlayStation2, I was able to increase the polygons and get the curves to make it look like a monster - not a dinosaur, but a real monster. I guess that's an evolution - a dinosaur to a monster.

PSM: It must have been a challenge designing Snake on PlavStation2.

HK: Basically, I'm following the same line as in the first one. In Metal Gear 1, the polygons used for the models meant that characters didn't have to have

Take a look at 'The Premiere'

eyes or ears or a nose or mouth. But in Metal Gear 2 - and given the capabilities of the machine with polygons - you're going to see the eyes, the nose, everything.

PSM: Just how much detail are you planning? HH: He'll have a surprised face etc. When he's in trouble, he'll be like "Oh my God!"

PSM: The artwork shows the character's changed. HH: It's a few years after the first one. He's got a beard, he's a little scruffy... The not-too-Solid Snake! PSM: Back to Mr Kojima - how will this increased attention to visual detail affect the way you actually play the game?

HH: When Snake looks out and sees an enemy right in front of him, he'll look surprised. Now Snake's face might be a little small on the screen so you might not notice it at first, but you'll keep on seeing it over and over so you'll notice it subliminally. You can tell that his face is changing - do a close-up and you'll see - but it doesn't work as a parameter or give any necessary information.

PSM: But at the very least, you'll get to know the character better.

HH: There definitely is that. In the game, you'll be surprised, then you'll see Snake surprised which will





#### METALGUA





















I don't want to go into Snake too much... He is everyone's player so he's got to be neutral. You've got to be able to dive into Solid Snake and be him...

make you even more surprised... It's just like in a horror movie when you see a girl going "Aaaah!" and you're going "Aaaah!", too.

PSM: But now you can empathise with his pain, look to his expressions for motivation. Is this the future for PS2 games in general and the Metal Gear series? It's not just a man shooting now - it's a man you want to know and understand just why he's shooting. \*\* That's why it's not a Doom kind of game where you just keep on moving in first-person mode because you'd never see Snake's face.

PSM: Does this then mean if you carry on with Snake. vou'll explore his character further?

I don't want to go into Snake too much because he is everyone. He is everyone's player so he's got to be neutral. We'll do that with the other characters you've got this guy who had his father killed, this girl who was brought up by foster parents - but Solid Snake is you. You can't give too much to him. You've got to be able to dive into Solid Snake and be him.

PSM: Can we clear something up for our readers did you meet with The Matrix's Larry and Andy Wachowski and is there a Matrix game or Metal Gear film on the way?

We just met. We didn't discuss a Kojima Matrix game or anything. We just said "Hi" and indulged in otaku talk! [Laughs] They don't speak Japanese and I don't speak much English so we didn't exchange proper nouns or anything.

PSR: Okay - but who would you like to direct a Metal Gear movie?

The Wachowski brothers, Alex Provas who did The Crowor maybe Stephen Norrington who directed Blade. PSM: One final question - what are you happiest with in the nine minutes you've shown today?

\*\* The sneeze! Oh, and changing your question slightly, the fact that it is really fun to play. It's just too bad that we can't show that to everyone here because it's not a playable game. It's a game, not a movie, and when I play Metal Gear Solid 2, it's fun to play.

So where does all this leave us? With a game that will include humour as much it does stealth, has a new setting in New York, sees the return of Liquid Snake, boasts monstrous Metal Gears who look like insects and will rampage through Manhattan Godzilla-style, boasts the subtlest of analog control, has new weaponry and moves, and at the heart of it all, is created by a man who seems intent on pushing the Emotion Engine to its very limits. This man wants to show us air...

And lots of questions. Who are the Sons Of Liberty? What is all this malarky with digital data? What's happened to Meryl? Can anyone really trust Revolver Ocelot and what has Liquid Snake got up his sleeve? These questions will, hopefully, be answered when Kojima-san shows Metal Gear Solid 2 off again at September's Tokyo Game Show, before scurrying off again and prepping the game for its projected Spring 2001 release. Until then, gawp at the screenshots, theorise from the quotes, breathe in the potential and, just as PSM did, sit down and

wait for the future of videogames to arrive. We'll be the ones at the front of the queue.



The shape of death is an insect... Meet Metal Gear Ray in all his glory.





#### THE PREMIERE CONT...

03.22 Now inside an on-board lab, Snake has to sneak by. A throw of an empty shell, the distraction of a guard and then a swift jump and forward roll. It looks amazing. The guard is left dazed and confused. 03.50 Snake finds a dead guy in a locker. He puts him back and then hides in the adjacent locker. The guards are looking for him - he's spotted and an exclamation mark and alert sound make their first appearance. 04.20 "Who's that?" says a guard, who gets shot in the face after a flash of realisation. Who's the lone gunman? A pistol-twirling old man, bedecked in camouflage combats and long raincoat, and sporting a long grey ponytail. "Comrade, you're sinking with the Colonel..." he growls ore sloping off. Yes, it's Shalashaska - or the return of Revolver Ocelot! 04.42 "One day, MGS changed the world's games" hits the screen, white on black. A female character appears. She has a short grey crop and is wearing a vest and combat pants. She's also brandishing knifes. Snake rises from behind some packing crates and takes aim. The woman throws her knife which, Matrix-style, leaves a heat haze in the air. Snake dodges it as his new enemy drops her second knife and draws a pistol. 05.01 "And now, the world changes MGS." Cut to frantic action, as Snake lets off rounds at the soldiers hunting him in the darkness with infra-red goggles. Cleverly, Snake aims in first-person mode at the pipes to their right, blinding them with steam before taking them out. 05.19 "Eat this!" Back on deck, our ledy friend hurls a small bomb at Snake, as he crawls behind some crates. A tarpaulin is tossed in the wind and we cut to first and third-person warfare as Snake legs it away. 05.43 Snake fires at the soldiers' bulletproof Plexiglas shields that buckle and shatter with the impact, but hold intact. Snake thinks, switches to first-person and takes out the soldiers by shooting them in the knees. The same strategic thought continues as Snake takes out ceiling lights in firstson made, pausing to indulge in a fantastic reload animation OG.OB The tanker has a bar - it's time to shoot the bottles and bad guys. 07.30 Showdown time, as Snake rolls behind a glass window and takes on a group of six guards. With laser-sight targeting on his side, they lose. Bottles and boxes also take a hammering in a storeroom shootout. A box of fruit tumbles down on Snake before he takes out the assailants. 06.59 "MGS starts again!" reads the legend. Damn straight. Animated black and white artwork of Snake and his new female adversary appears as credits roll for Shinkawa-san, Harry Gregson-Williams and Hojima himself. 07.11 Back below deck, the ship/camera begins to shake violently as

07.14 Back outside now. Voices speak. "You're trying to take this?" shouts Snake. "Take? I'm having it returned," replies Revolver. In the background, a robotic limb slowly moves, vents rippling in the wind. 07.25 "What! You and Solidus are still...!" Cut back to Snake, still legging it, only pausing to let off rounds from a sub machine-gun. Spent shells pour on to the deck. The tanker blows and it's on to Manhattan... 07.47 As a DNA gene-matrix illustration fades away, the legend Metal Gear Solid 2: Sons Of Liberty hits the screen, followed by a blip-vert of a PlayStation2 logo. Crowd cheers - but there's more.

Snake legs it from a series of explosions

07.58 Christ, it's Metal Gear Ray! He's got a huge robotic tail, which he's swishing around and causing carnage. Ray's pincers open and let loose blasts of energy. He's scary — and Snake agrees. Rain still lashing down, Snake hides from Ray behind a crate and calls in: "Octacon, this is bad..." **08.25** The screen reads "Scheduled to be released 2001". But of more interest is the last dialogue: "It's been a long time... Brother." That voice? It's Liquid Snake! "Yes, it's me." WE WANT TO PLAY THIS GAME NOW! **08.30** Cut to Snake silently stepping down a ladder. He starts to crawl behind a platoon of soldiers, avoiding them successfully until... All the rain has given Snake a cold and he sneezes. As he wipes his nose, the entire platoon turn around, exclamation marks appear above every head and there is the biggest alert noise ever. Here be funny stuff. See also... 08.50 ...the bit after the credits. As a guard sleeps on the job, his mate comes and gives him what can only be described as a boot up the butt. He wakes, looks round for his now-disappeared comrade and as a sax solo weils plaintively, a question mark appears above his head. Our nine minutes are up. That. Was. Brilliant.

## PoliceStation

The fuzz are a bunch of spoilsports that aren't capable of having fun. Or are they? Richie Young escaped PSM Towers to bash buttons with the boys in blue and discovered that when they're not on the beat, they're just as partial to videogames as the rest of us. And they'd rather chips and cola to coffee and

rand Theft Auto, Driver, Time Crisis, Need For Speed and Tony Hawk's Skateboarding all top the best-seller list. Why? Apart from being innovative for their time, there's no better feeling than outrunning and beating the cops! Only on PlayStation, of course...

If slamming a computer-controlled patrol car can get the adrenalin flowing, surely spinning the real deal off a high-speed bender has to be the epitome of gaming experiences? To find out, Youth Liaison Officer Nicole Perry, Constables Ruth Bailey, Joe "Barra" Baranowski and Chris Ryder, and Senior Constable Maree Singleton played host to PSM's antics...

For one day at Police Central (Darling Harbour, Sydney), the briefing room was transformed into PlayStation Central. It was an unlikely venue, but mix in a pair of grey boxes with some local kids and qualified law enforcers, and anything goes!

It's important that the differentiation can be made from a videogame and reality. These guys can, which is very reassuring. You didn't witness the way they handle cars and G-Cons...

#### DRIVER 1.14PM

Our homegrown crime culture isn't quite the same as it appears in Driver. For starters, we don't have as many thumpin' muscle cars.

With all that gangsta jive in the game, our local officers seemed like fish out of water sorting out Tanner's problems, and their back alley getaways left a lot to be desired.

That didn't stop them playing hard, though. With eyes bulging, they laughed themselves silly whenever the 357 Chev-powered cop cars turned up.

Some of the officers chose a leisurely roll around the hills of San Francisco, but the majority went on a frantic rampage around New York. The coppers loved this take on the urban underworld, and we're glad that they don't hammer around our neighbourhoods in the same fashion.

There was also plenty of competitive spirit amongst the ranks. Friendly jibing and playful banter kept everybody on their toes. Constable Perry was a main offender and never, ever trust Constable Baranowski in a getaway! Or at least remember to 'click, clack front and

"Come on, Joe! What's taking you so long, mate? Watch out! You nearly T-boned 'em then! It's a good thing that we actually look like we know what we're doing, hey Richie?" exclaimed Constable Perry.

"Err, um yeah..." I replied.

Meanwhile Senior Constable Singleton had her hands full and other things on her mind...

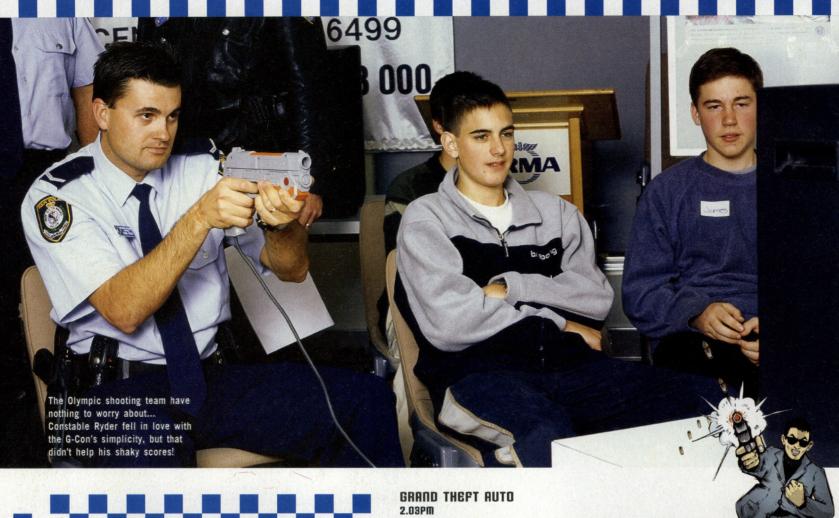
"Get out of my waay! It's sooo sensitive... Ooh and it vibrates! Where's reverse? Wha'! Shit! Aww no, my time's up - and I didn't commit enough

Offensive driving? It sure as hell was!



donuts...







#### TIME CRISIS

Time Crisis was the hands down winner of the day. Officers flocked from all corners of HQ to watch their colleagues sweat under a little gunfire...

With all that academy training under their belts, you'd have thought they'd easily achieve high scores. Constable Ryder took the trophy for the highest score - a

dismal 44 per cent accuracy... He actually improved with practise, clocking in at just 41 per cent on his first attempt.

Ryder had it over everybody else, including Baranowski, who could only manage 28 per cent. Needless to say,

them has ever needed to discharge their issued glocks.

Again, Perry fired off a volley of creatively explicit taunts. Censored quotes follow (we're restricted to what we can publish, you know)... Constable Perry: "You're crap, Joe! Ooh yeah – you got him between the legs. That's a champion effort that!"

But it was the arcade simplicity that got Constable Ryder hooked. Constable Ryder: "Yeah, Time Crisis is great. I don't need to do all of those fiddly, technical things that we need to do with our guns!"

After a lot of spent cartridges, everyone began itching for some highway patrol action. Maybe it's because these inner-city cops only get to zip around confined streets and don't get the luxury of opening up the valves on highways. Whatever the reason, a unanimous decision was made – it was time to chase down some Turbo 911s...

Some of the officers were familiar with the world of PlayStation having their own at home. A few were even primed to claim some PSM scalps on Tekken III. Lucky for us, Tekken wasn't on the menu...

Grand Theft Auto was, though, and while it provided 'the enforcer' Baranowski with a solid half-hour of gaming, it wasn't the most popular choice amongst the ladies...

And who would have thought they'd go mental over the virtual police? Cheers of "There's the pigs! There's the pigs!" were instantaneous whenever tiny piglets rocked up...

Constable Baranowski even started developing a dangerous fetish for squashing pedestrians until Constable Ryder brandished his G-Con and whipped him back into

line. Barra got the hint soon enough and promptly popped in the next game...

#### **NEED FOR SPEED: HIGH STAKES**

When you want to unleash the beast in a police officer, get them on an open road, pop them in the cockpit of a super-charged machine, and have a few lead-footed drivers

When the officers played Hot Pursuit mode, we were treated to the whole caboodle back patting, raised eyebrows and a crap load of maniac driving manoeuvres. Even gender issues were

Constable Ryder: "Now I think I've seen everything! Only boys can drive cars! Err, Maree, I really don't think that that's the handbrake. Don't worry about the brakes.

Brakes are so overrated on these games... Forget about the brakes!"

All the while, Constable Baranowski used his new-found prowess and savvy to earn brownie points with the Chief..

Constable Baranowski: "You should've seen the last one, Boss... We got him good! Look at that! That's me, Boss! And look at those skid marks. Now they're ones to be proud of! And so you have it...





#### TONY HAWK'S SKATEBOARDING 4.17PM

How many times have you been rolling around a car park on your skate when the cops turned up

to spoil the party? Judging by how animated they got when playing *Tony Hawk*, you do get the feeling that maybe, just maybe, cops are closet skateboarding fans...

No boards were confiscated here, and a few of the officers did confess to a love of playing videogames in their "down time".



For just one day the police turned a blind eye, so Kareem took the opportunity to bust it. Big time.

They didn't exactly flow around the courses, and their tricks didn't go much beyond the odd kick-flip, but they sure showed an uncanny knack for finding the intricacies of the Street and Mall courses...

So who was everybody's favourite character? You guessed it. The one and only Officer Dick

#### INTERROGATION

PSM chewed the fat with Youth Liaison Officer Perry about all things PlayStation. When Constable Perry isn't on the streets and helping out inner-city youth, she's organising wicked stuff like mass gaming sessions for some of Sydney's less fortunate. Her finger is no the outse

Official PlayStation Magazine: What are your thoughts on violence in videogames?

**Constable Nicole Perry:** As long as the players can appreciate that it is only a game then that's fine. Personally, I would prefer that the games were non-violent. In saying that, however, I have come to quite enjoy some of the shooting games!

#### PSM: How do you think police are portrayed in videogames?

**NP:** From the games that I played involving police, I think the portrayal was quite good. The impression the public has is that police chase baddies and in the games that's exactly what we did. I can't speak, however, for those games I didn't see.

#### PSM: Do you have a PlayStation?

**NP:** No, I do not own a PlayStation, but the game I enjoyed the most was *Driver*. The shooting one [*Time Crisis*] was quite good, too!

**PSM:** Do you think honing your shooting skills on *Time Crisis* could be good training for the police academy?

**NP:** Ha! I do not think that the shooting games would be good training as they do not give you a real sense of firing a gun, so they don't provide the accuracy and realism that our training [does].

PSM: What about sharpening driving skills playing Need For Speed or Driver?

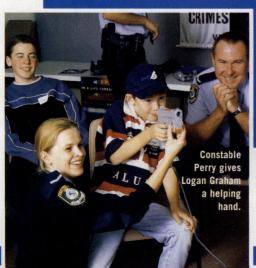
**NP:** The same can be said for the driving games. While they are real in a sense, they are not real in providing real car movement and traffic conditions.

PSM: Have you ever been in a high-speed chase or had to discharge your weapon?

**NP:** No, I have never been in a high-speed chase or had to discharge my weapon in the execution of my duty. I have done both in training, though!

PSM: It's important that gamers can differentiate between real life and videogaming. What are your views?

NP: Yes! I could not agree more. A differentiation definitely needs to be made between real life and videogames. As I've said, there are people out there who will try to bring the game to the street.



#### CHEERS, OFFICERS!

A big hurrah to the friendly team at Sydney's City Central Local Area Command (and their efforts beyond the call of duty) and Youth Liaison Officer Perry for making this day possible.



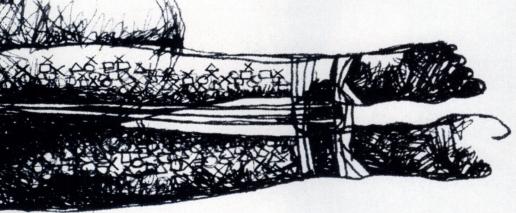
# WHATS RUTHLESS AN OPPRESS

Imagine being tortured every single day for the rest of your short life. Imagine waking up to a beating. Imagine being starved of food and oxygen. Imagine trying to sleep at night knowing that the rest of the world doesn't want to know you exist. Now try to imagine being John Cord.

#### **FREE JOHN CORD**

John Cord's been unlawfully imprisoned for over two months now. Intelligence suggests that he is being routinely tortured and is soon to be executed. However, international cries for his release continue to fall on deaf ears.

# MORE, RUNNING, SIVEREGIME RING IT?



Now that politicians have refused to play the game, it's up to you to fight for his release. You have the power to stop Nagarov's blatant violation of human rights. Only you can set John free. But not before you grab yourself a copy of PlayStation's 'In Cold Blood'. So, get on your backside now and save John Cord.

#### **FREE JOHN CORD**

Yes! I want to end the suffering, after I've ordered a pizza.





www.freejohncord.com



#### PRE PLAY

















## Tenchu 2: Birth Of The Assassins

Admired for their fighting skills, feared for their cunning and mocked for their dress sense, they are assassins... In pyjamas. Pete Wilton brushes up on his sword skills.

not for the number after its name you be forgiven for thinking that Tenchu 2 is ther stowaway on Metal Gear's stealth bandon. In fact, the original Tenchu was greasing exles and camouflaging it with brushwood before anyone knew that stealth was going to become such

For those who didn't notice it creeping past the first time, Tenchu is all about those Japanese superspies, the ninjas, and more specifically the Azuma ninja clan. Rather than being the black-hearted villainous types beloved of Hollywood typecasters, these ninjas respect the environment, are kind to small children, and ram their sharp stubby swords through the bellies of bandits and thieves. Let's not dodge the issue, the Azuma are assassins, they do kill people, but it's only bad people that really have it coming. Besides, they do it so quietly it wouldn't disturb your next door neighbour's pooch.

It's hard to see Tenchu 2 rivalling Metal Gear's popularity because it's destined to be a much more subtle stealth experience. Where Solid Snake revels in gunplay, explosions and blaring klaxons, the Tenchu ninjas prefer a muffled cry and a stab in the shadows

The combination of more open, outdoor levels and no sniper rifle to take out distant guards makes remaining undetected far more difficult. Much of your time will be spent skulking around pigsties, crawling along dry riverbeds and cowering behind boulders just trying to work out where the guards are stationed. Once you've sussed out who's where, however, the real fun begins as you formulate a scheme for knocking them off one by one. Tenchu 2's trump card is almost certain to be its 3D levels. Is your quarry standing out in the open with no trees or walls to use for cover? Then it's up with the grappling hook onto a nearby roof, across to a tower and a short swing to a branch above the hooded fool's head. From here it's a simple matter of dropping down behind him and slitting his throat in an efficient, if rather gruesome, fashion. There are seven of

these death sequences to enjoy - and enjoy them you will, because without the element of surprise, your ninja is poorly equipped to take on the burly robbers and tooled-up samurai you come across.

As you might expect from a prequel, Tenchu 2 is more of a development of the original (PSM 16, 7/10) than a radically new game. Playing as either Ayame or Rikimaru you can now swim, steal items and even drag bodies away. The stealth button still makes you crouch, roll and back along walls, but an array of 20 items, including a blow-pipe, exploding arrows and a handy reed to help you breathe underwater, give you even more ways to approach each mission,

From what we've seen, Tenchu 2's amazing depth and its fascinating creep-and-destroy action could make it a must buy. The one worry is that, at times, the camera angles are so stealthy that they don't show what's going on. Just when you've blown your cover by stepping on a twig and are about to get acquainted with the business end of a spear, the view tilts to show nothing but the top of your head. In an emergency the controls aren't much help, with no turn-and-face-attacker button. If these glitches can be sorted then Tenchu 2 promises to win the Azuma ninja clan an army of new recruits.











Using gunpowder was considered dishonourable by the samurai but that doesn't stop them from being blown up by it...



Chase The Express is a cross between Metal Gear Solid and Resident Evil featuring murder, mystery and suspense.













#### WATCH OUT FOR...

A Bit Of Fruity Gun-Play

American hero, is a far more nimble character than Leon, Jill or Chris Redfield sideways into cover and swiftly retreat when the going gets tough. This makes for fairly involved gunfights on the cards. We approve of this kind of behaviour.

## Chase The Express

Shady Euro-terrorists have hijacked a train, and Al Bickham is the man to settle the score.

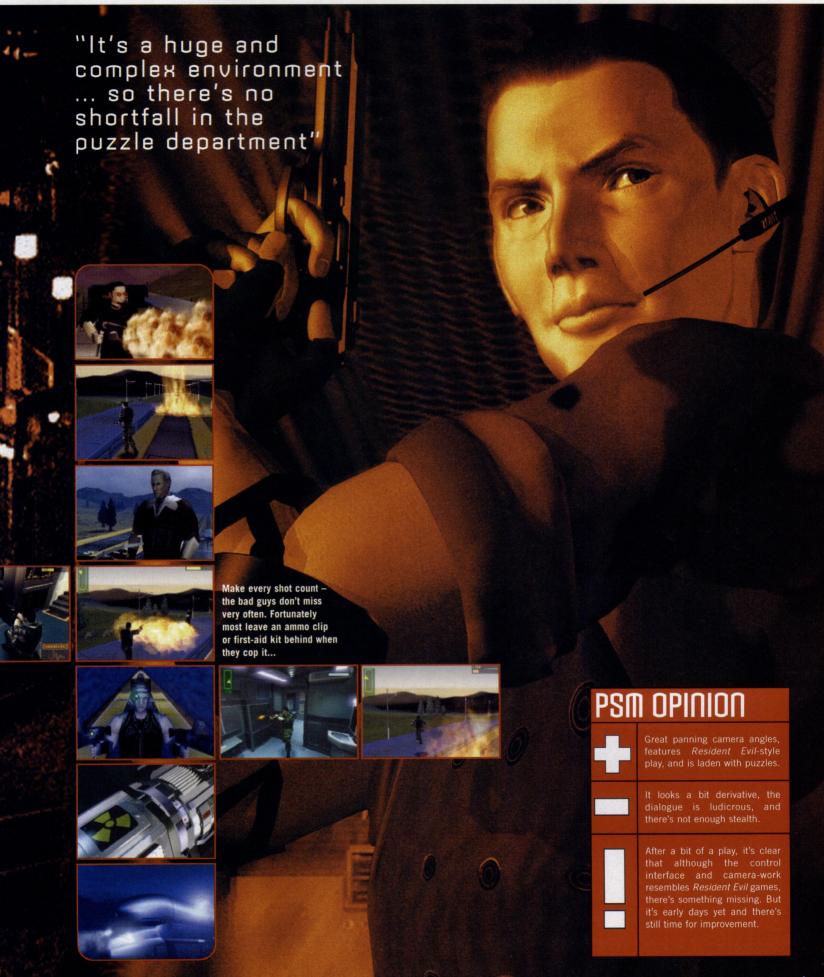
he first thing to note about the curiously named Chase The Express (no, not a camp Trainspotting sim) is that it resembles the Resident Evil games to the point it almost hurts. Developer Sugar and Rockets has taken the Resi approach and applied it to the most basic mechanics of the game, such as character movement and the way the camera works. Even the blood-spattered scenery has the smell

"That's not a bad thing!" you may well cry. And you're right. The idea obviously runs along the lines of 'if it ain't broke...' and besides, the storyline is sufficiently different. Terrorists have hijacked a NATO train, along with the French Ambassador and his family, and it's up to you to save the day.

All right, so a train doesn't sound like a large enough environment for an adventure game. But this is no ordinary train it was built to bus hundreds of refugees from warzones to safety. It's a huge and complex environment, with stacks of coded doors, electrical locks and scenery to interact with, so there's no shortfall in the puzzle department.

As with many games of this ilk, combat is a very important part of the package. Chase The Express is also a bit more tactical than usual 3D blasters, giving you a large array of nimble skills, such as dodging, ducking and rolling. It doesn't always seem to work as well as we'd like in the tight confines of the train, but then we've not seen the whole game yet. There's also a targeting system that lets you know when the enemy's in your sights, removing any uncertainty when you're trying to get a shot off.

Chase The Express looks promising, but we do have a couple of gripes that we're hoping will be cleared up before release. For a start, despite the lack of zombies and other genetically foul creations, it looks and plays a little too much like Resident Evil. Also, the puzzles don't hold many surprises and the enemies are a bit predictable. Still, it's early days yet and we'll be keeping our beady eye on this one. More soon.



#### [PRE PLAY]

"...you can grind every ledge, run into bins, land on top of objects, and bust off all the hips and transitions you can see"

#### PSM OPINION



Everything here is solid, and a should make it an entertaining play. Plenty of lunatic stunts, a punkish soundtrack and great



controls and less than fluid Hawk's Skateboarding.



Unfortunately, this game is destined to be an unimpressive clone of Tony Hawk's. A head to head mode would have rocked and more aspects to differentiate it from Tony's game wouldn't have gone astray.





It may not have the Hawkster on board but Grind Session has enough potentially painful stunts to make you wince.





### **Grind Session**

Grind Session is the latest addition to the growing breed of skateboarding games. Our resident sk8ing expert Richie Young busted loose to check out how it's stacking up.

ince Tony Hawk's Skateboarding was unleashed last year, skaters and gamers have flocked to it like flies. Not surprisingly, game publishers have sat up and taken notice, too. Activision's game broke new ground thanks largely to its game engine, physics and collision data, and it became the first skateboarding sim to be accepted as a true reflection of this extreme sport.

Tony Hawk's Skateboarding reignited interest in the popularity of skateboarding games, and in turn, developers wanting to make them. Grind Session is the latest skateboard offering, and inevitably, many comparisons to Tony Hawk's Skateboarding are going to be made. Sadly, though, the preview version we played looked and played like a

The movement and physics of Grind Session's skaters are comparably unimpressive, and being an integral part of the game engine itself, it's unlikely that much improvement will be made before it gets released. There's no doubt that the game has many strengths, but again, most of them are just a variation of the features that already appear in Tony Hawk's Skateboarding and prerequisites of the forthcoming Tony Hawk's Pro Skater 2.

If Grind Session was released a year ago, we would have been in unadulterated love. It features all the cool stuff wicked pros, huge and excellent levels, heaps of real-life tricks, multiple combos, great graphics – and all the modes

The pool of talent is the only aspect that rivals that of Tony Hawk's Skateboarding. Daewon Song, Willy Santos, John Cardiel, Ed Templeton and Cara-Beth Burnside are the star riders. Their likeness in the game is fairly accurate, and with strong performances, each rider is able to earn unique you've got that down pat (not a hard feat if you're a Tony Hawk's fan), you have to earn 'respect' (shish!). Respect is measured in points and is a direct rip-off of earning videotapes in Tony Hawk's to advance. The variety of ways to earn respect includes knocking over a few bins or road signs, or scoring a set amount of points.

Grind Session also features a C.H.U.M.P. mode, which is exactly the same as H.O.R.S.E. mode in Tony Hawk's. It's a technical multiplayer mode where you have to outscore your opponent before you take home the unwanted mantle of being called 'chump'.

It's admirable that the Shaba Games development team made such an effort creating well-mapped and large levels. There's the famous Burnside level, Slam City and the excellent Bart Station, and just about everything about them is interactive. So you can grind every ledge, run into bins, land on top of objects, and bust off all the hips and transitions you can see. There are a few gameplay differences to the courses, though. Grind Session allows you to stop and take in the surroundings from where your character is standing, and ghostly 'technical lines' are mapped out indicating where hot spots for big points are. You don't have to follow these guides, but they provide extra time to earn 'respect' and thus, help you to advance. The extra seconds are also an incentive to get on a flowing run around the course.

Similar to the 'special' bar in Tony Hawk's, you can become 'possessed' in Grind Session; after landing a big trick or a long combo you glow, and when you are possessed, you're much less likely to stack or lose your balance on a big grind or trick.

The built-in competition levels of Grind Session allow up to six players in one competition, but the drawback here is











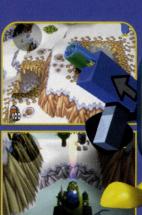
tricks. This is the coolest and biggest differentiation from Tony Hawk's Skateboarding, as it's a great incentive to advance as a skater and become 'complete' with your arsenal of tricks.

Overall, it's unlikely Grind Session is going to match Tony Hawk's Skateboarding's features. Even the control system is based largely on *Tony Hawk*'s; **≭** is a time-sensitive ollie, ■ is a flip trick, ● is a grab trick, ▲ is a grind trick, and the shoulder buttons act to turn the rider while airborne. Once

that they are all turn-based. Unfortunately, no two-player head-to-head mode is available, which will be a big disappointment for a lot of gamers. Who wants to skate alone?

Grind Session is packed with great characters, music and levels, but it's showing a lag in response and loose controls, and it certainly has some way to go before it earns the title of 'best skateboarding game ever'. It's gonna be cool man, but it sure ain't RAD-i-cal. So there you have it,









BUDDIES

They may look like Kinder Surprise eggs, but don't be fooled - these guys are armed (ahem...) and dangerous.



## Team Buddies

With buddies like these, who needs enemies? These inflatable little critters might look cute, but they have a mean streak a mile long. Jason Hill explains how to win buddies and influence people...

ou'd think characters shaped like Kinder Surprise eggs frolicking in gorgeous cartoon worlds would be the stuff of a kid's game. Indeed, Team Buddies (formerly known as Leggit) was going to be squarely aimed at the younger set. Maybe that was before the developers watched one too many Tarantino films. Now the little critters swear and spend all their energy trying to blow the living daylights out of each other. They have more attitude than Hannibal Lecter doing lunch and they've got an arsenal of weapons that would put Rambo to shame. An MA15+ rating and considerable cult appeal is now all but guaranteed.

It might be obvious, but it's worth pointing out that Team Buddies is a team game - your team of mighty midgets goes up against either the computer-controlled teams or you can whack in a MultiTap and giggle along with up to three other friends. Your team can have up to four Buddies each causing havoc. The basic idea is to wipe out your opponents, but there can be other

objectives like destroying enemy bases, stealing things from the enemy, riding a bike, cleaning up rubbish and capturing sheep!

The action takes place on an isometrically viewed 3D battlefield. The player builds up his team by collecting and stacking crates together and then kicking them open to

reveal more Buddies, weapons and vehicles. He will then have a team that is tooled up to the eyeballs and ready to launch an explosive attack on hostile Buddies and enemy bases around the map.

The story goes that Buddie World was once peaceful and full of shiny happy people until a strange "moon" appeared in the sky. Soon strange blocks fell from the sky, and anyone who touched them gained knowledge of strange toys designed to hurt others. The

crates came courtesy of the Baddies, who live on the moon, are bored and looking for new forms of entertainment. By sneaking Baddie technology like stacking pads and crates on to Buddie World, they manipulate the once-friendly Buddies into forming teams and battling each other, all so that the Baddies

have something interesting to watch on telly.

The fun in the game comes from the various items that you can earn by stacking crates. Toys include uzis, tanks, shotguns, lasers, rocket packs, flamethrowers, bomber planes and the awesome 'Armageddon Gun'. The weapons get more outrageous as you progress through the game.

You can have up to four buddies in your team and switch between them with a prod of the A button. You can also give them orders to

build different items or attack the enemy base. There are seven different Buddie types, including the gungho commando Buddie, ninja Buddie armed with a sword, Medics, stealth Buddies, Cyborgs and even SuperBuddies with laser eyes.

There are 32 levels in the one player story mode, and it's not just a matter of destroying enemy buddies; you'll also be rescuing pigs from certain sausagedom, retrieving top-secret weapons from enemy strongholds, and dealing with big-headed scientists. Buddie World consists of seven areas, including frozen wastelands with polar bears and manic penguins, jungles complete with crate-stealing monkeys, and treacherous mountain passes. The game seems a little simple at first, but there's plenty to keep you busy.

There are various multiplayer modes, from your basic deathmatch carnage to games of capture the pig. Up to four can play at once, and already this is shaping up to be one of the best PlayStation party games ever. It should appeal to people with a wicked sense of humour and is guaranteed to have friends cursing each other in between giggles. A great touch is that if your Buddies die before you have wiped out your mates, you can scare the smug bastards with a Ghost Buddie!

It's great to see original PlayStation titles are still coming thick and fast, especially games as fun as

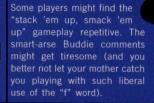
this. For fans of party games like Worms and Hogs Of War, Team Buddies should be an essential purchase. We'll find out next month for sure.

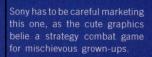


#### PSM OPINION



hilarious weapons and vehicles, and plenty of different maps and challenges.







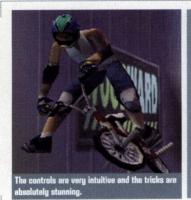






#### DAVE MIRRA FREESTYLE BMX

#### Publisher: Acclaim | Developer: Z-Axis | Release date: September | Origin: US | Style: BMX sim | Players: Two



Mathematicians call it bunching theory. It's the theory as to why three buses always arrive at once, or loads of videogames arrive in the shops at once after a big drought. First we had loads of snowboard titles, then it was skateboarding, now it's BMX games. Acclaim is going to get in first.

A debate has been raging recently on the subject of which is cooler skateboarding or BMXing. Most people seem to err towards skating on the grounds that it was invented in the '70s, has a close relationship with surfing and involves baggy pants. Fair enough, but don't let the BMX boys go without checking out what they can do these days. Twenty-sixvear-old Dave Mirra is reigning world champion, master of two-wheeled aerial art, and judging by the tricks you can do in this game, a complete lunatic.

Using the engine from Thrasher: Skate And Destroy, Mirra's game features 10 pro bikers and 12 different environments across three disciplines - dirt, street and vert. Okay, so you might never have heard of the riders before, but had you heard of Tony Hawk or Chad Muska before the skating games arrived? These gentlemen

are capable of pulling off tricks that you wouldn't believe gravity would allow. Thank to the stunt nuts you can pull an aeria trick, land on the pegs and grind along pretty much any lip you choose.

Like Thrasher, you have to develop you tricks through a series of events, kick starting with a muddy hump in the backyard and working your way up to Woodward Dave's own park. Clear a level and you'll pick up modifiers that enable some incredible stunts - forget varials and Chris air, check out 360-degree alley oops, table tops and the perilous Superman. DM

#### SNO CROSS CHAMPIONSHIP RACING

#### Publisher: Sony/Crave | Developer: UDS | Release date: August | Origin: Europe | Style: Racing | Players: Two



In the five years since PlayStation launched, racing games have covered an incredible amount of ground, from every car in existence, mountain bikes and powerboats to toy cars, motorbikes and even bizaare galloping animals. Now Crave has taken on that, um, neglected area of the racing genre - snowmobiles.

Behind its tournament, championship and time trial modes, Sno Cross is a slick and nippy racer. UDS (No Fear Downhill Biking, PSM 29 7/10) has made full use of the snowy locations to create a game that runs at a fair old lick, while recreating the

stomach-turning tight corners and jumps of the professional scene. Players race against four opponents in a typical first-past-thepost scenario, Industrial locations and professional courses provide the framework for the game, although they're somewhat eclipsed by the dreadful screen update that currently plagues each stage. The backdrops are added inch by inch in a manner that if not sorted out - is unforgivable.

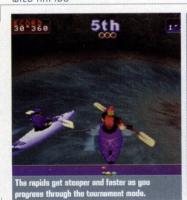
Each level is devised to test speed and accuracy. As snowy residue is kicked up behind the snowmobile, adroit cornering and foresight become essential, with a minimal

control system handling both acceleration and leaning into turns with aplomb. A total of 12 vehicles each with the obligatory handling differences, provide the variety that the game's eight courses lack. Thankfully, UDS has added an ace course designer.

Initial impressions are that Sno Cross is a novel, if limited, take on the racing genre. Graphically it bobs between functional and good, with the terrible screen updating giving the game a dated look that belies its detailed backdrops. A question mark also hangs over its lasting appeal... SM

#### IIII D RAPIDS

#### Publisher: TBC | Developer: Pujimic | Release date: TBC | Origin: US| Style: Racing | Players: Two



Unfortunately waterborne offerings have a particularly bad reputation on PlayStation. Anyone who has Rapid Racer or Jet Rider 3 in their games collection will understand why. Only the recent Hydro Thunder has managed to buck the downward trend, Wild Rapids then, the paddle-vour-own-canoe-over-awaterfall racer, has its work cut out if it wants to persuade us landlubbers to start shifting horrendous amounts of H2O with a paddle

Coming from the creators of Cool Boarders, there's more than a hint of

slope-sliding about Wild's swirl-swerving, rock-dodging action. Pick an oarsmen and a kayak and it's off to courses in the US, Europe and Japan.

In tournament mode each run of rapids gets progressively steeper and faster. You often find yourself spending more time manoeuvring in mid-air, trying to get the jump on the next bend or avoiding hungry alligators and jutting rocks than actually paddling on the water.

As your confidence increases, nipping past underwater obstacles while spin attacking opponents becomes second

nature. And it's all very arcadey - so much so that some kind of paddle controller would seem to make more sense than the simple \* to accelerate controls.

But our main concern is that the painfully narrow courses and plentiful rocks often make just staving affoat a real challenge. Make sure you pack the lifejacket.

There's no denying that Wild Rapids delivers an exhilarating ride, but the overall trickiness of making it down a vertical river without crashing into rocks might prove too frustrating for many gamers. PW

#### MOTO RACER WORLD TOUR

#### Publisher: Sony | Developer: Sony | Release date: TBC | Origin: US | Style: Motocross | Players: Two



After two semi-successful Moto Racer games (developed and published by EA Sports), a third in the series has been developed by Sony. A few subtle changes have been made, and now it's a matter of wait-and-see as to whether or not those changes are for the best.

The first major change is that while past Moto Racers featured both street and motocross racing, Moto Racel World Tour focuses only on the highstakes (and high money) world of motocross. All the tracks are indoor and stadium-based as well, which is

another change - there are no forests to fly through any more.

These indoor tracks look quite nice when you first see them, but at closer inspection lie. once you start racing on them), they're a little disappointing. First of all, the combination of hairpin corners with very large fences and advertising signs means that sometimes you lose sight of your own rider. Also, each track is very 'samey', and there's no way to tell the difference between the stadiums.

Moto Racer World Tour's visuals also eave a lot to be desired. Even at this early stage it is evident that the developer: have decided to scale back on the graphica details to make sure that there's no slowdown during the races. Seeing as there are usually around nine other riders on the track with you, this is somewhat understandable, but the first-generation graphics are quite annoying.

Moto Racer World Tour does need a lot of work, but the framework is there for an enjoyable title. All it needs is some work done on the graphics and gameplay, and we should have a killer title on our hands! FC



X-MEN MUTANT ACADEMY

Publisher: Activision | Developer: Paradox Development | Release date: August | Origin: US | Style: Mutant beat 'em up | Players: Two



For the uninitiated, the X-Men have long been Marvel Comics' most notorious characters. Born with mutant genes that developed into various superhuman abilities (flight, magic, telekinesis) they have been trained by Professor Charles Xavier to use their powers to help hapless mankind.

Paradox's influence is instantly apparent, as Mutant Academy thankfully does not look like a touched-up Street Fighter clone. And with PSM favourite Wu-Tang: Taste The Pain under its belt, Paradox is no stranger to good beat 'em

There are 10 mutants for you to play as, each true to their comic book counterpart, with their own attributes, special powers and costumes

Getting to grips with your character's moves does take time, and your chances of being able to button-bash through even your first fight are nil. This does make Mutant Academy incredibly hard, but hopefully the introduction of a difficulty setting will do away with this.

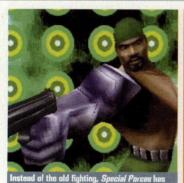
The practice mode differs from other beat 'em ups by not giving you a static opponent to continually pound. Instead,

Professor Xavier talks you through each of your chosen character's moves step by-step. Paying close attention here wil certainly make the game far more rewarding,

Other modes include versus, survival academy and cerebro (a picture gallery of sorts). Fresh faces have undoubtedly improved on the tiring pseudo 2D concept If Activision can overcome the niggling fact that you can't get any further through the game than your first opponent without memorising the entire manual, then it could be on to a winner. CC

MORTAL KOMBAT: SPECIAL FORCES

Publisher: Ozisoft | Developer: Midway | Release date: September | Origin: US | Style: Roaming beat 'em up | Players: One



As Midway comes to terms with the Mortal Kombat series' faltering popularity and diminishing limelight, it is having one more stab, this time at the Fighting Force manor, as it transfers its Jax character - he of the metal arms - into a 3D running battle

Titanium-limbed hero aside, there is very little to link Special Forces to the Mortal Kombat universe. The gore factor that earned the series its videogame infamy is subdued, while the fighting action takes second place to missions, which demand the retrieval of sundry keys and security

cards. Although Jax can defend himself with a range of punches, roundhouse kicks, and combination attacks, Special Forces shifts its emphasis to weapons, including missile and grenade launchers, explosives and machine-guns.

All this is set within a pseudo-3D world viewed from above, where Jax hobbles around the staple locations of the genre - garages, offices, sewers and canyons - punching, kicking and shooting villainous henchmen until they keel over. Beyond this lurks a boss at the end of each two-level section, before the game concludes with

a return to Mortal Kombat's Outland setting. However, in an attempt to add something new to the genre, Midway has also implemented a pair of first-person levels where Jax legs it through a valley or tunnel system.

Midway has certainly fulfilled all the major criteria required by roaming/fighting game. There are a handful of puzzles to relieve the monotony of all that running and killing, too. If Special Forces flops, expect to see Mortal Kombat Tennis and related puzzle games in time for next Easter. SM

MILLE MIGLIA

Publisher: Ozisoft/SCI | Developer: Kung Fu | Release date: TBC | Origin: Europe | Style: Racing | Players: Two



tracks mirror the Italian landscape visited by

Developer Kung Fu is bringing this Italian carnival of racing to the PlayStation, with an endorsement from former winner and racing legend, Stirling Moss. The race. from Brescia to Rome and back, is still run today, but more as a tribute to former glories, the competitive edge softened by the antiquity of the cars. So Kung Fu has looked to the era of Fangio and Moss to create a game that combines the thrill of hurtling around Tuscany's twisting, sinewy streets with the challenge of handling classic vehicles. And for all its retro charm, the game looks thoroughly modern.

Get past the detailed backgrounds and well-drawn cars, and the manual transmission on even the oldest of motors shows a desire to provide playability as well as historical accuracy. Kung Fu has created a fast engine it believes will capture the essence of the cars. Indeed, the preview version is fast, and we are assured the cars will be tweaked for individuality and the handling, which is a little overresponsive, will be smoothed for accessibility in the latter stages of development.

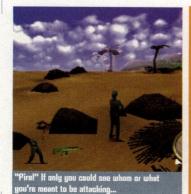
You choose one of 24 cars from three

time frames: 1927-30, 1931-45 and 1946-57. And, as well as racing everything from Ferraris to Fiats, you'll be able to unlock hidden cars and race any two cars from any era in the two-player mode. It was impractical to retain the race format of 10 stages over 1000 miles of origina track, so Kung Fu opted for looped tracks. designed to mirror the terrain and challenges of each section.

But, any further departures from the spirit of the event will need to be avoided if the world's most beautiful race is to spawn a beautiful, playable game. LH

ARMY MEN: OPERATION MELTDOWN

Publisher: Sony + Developer: 3DO + Release date: Out now + Origin: US + Style: Third-person shooter + Players: Two



3DO is certainly making the most of its Army Men license. But when is it going to give our favouirte little green men some ustice?

Operation Meltdown is the latest effort. but unfortunately there's nothing to entice the player, and problems from previous games in the series still haven't been roned out. The dark graphics don't allow you to clearly define an object from its background, levels remain too sequential and character movement is on the crunchy

Granted, this game has a combat setting

and all the characters are meant to be little plastic fellows, but when you're facing an attacking enemy or object, you genuinely can't see them - a flaw that limits its entertainment value

Furthermore, enemy intelligence is basically non-existent. Tan soldiers repeat identical moves on successive level attempts, and the two-player mode can only be described as ordinary.

While the levels are fairly large, the jungle, desert and coastal environments are extremely barren. They all lack detail. including weapons and pick-ups, in order

for it to be a thoroughly enjoyable battle. On the flip side, there are plenty of cool weapons and player capabilities, and the wicked flamethrower gets another

Gameplay suffers from a few crucial problems; it is absolutely impossible to avoid a bullet at times, and running directly through gunfire is required if you want to proceed to the next stage.

Overall, it is headed for a dismal life on shop shelves if its problems aren't addressed. But no doubt 3DO has another contender in the pipeline... RY















After months of training (ie. playing games and eating pizza) the *PSM* team headed to the track to see if we could beat our 100m sprint times achieved in button-basher *Sydney 2000*. The race to the couch to playtest the rest of this month's line-up was even quicker!

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#### PSM RATINGS

- 10 For games that are near-perfect. A must-buy.
- Highly recommended, this is a great game to play.
- 8 Very good. Well worth considering as a title.
- 7 Not bed, but minor flews mean we have doubts.
- 6 Pairly everage. Not really worth purchasing.
- The wrong side of everage. We'd evoid it.
- 4 Looking pretty dodgy. Major problems here.
- 8 Very poor. Something has gone badly wrong.
- 2 Rubbish. An inept, short-lived geme. Just crep.
- 1 Take CD from sleave and use as coffee coaster.



#### Armchair athletes of the world, pick up your joypads and go for gold. On your marks...



Publisher: Eidos/Ozisoft Developer: Attention To Detail

Origin:

Release date: August

Style: Olympic button basher

Price: \$79.95 (NZ\$TBC)

s Bruce would say, there's something "special" about the Olympics. Having the Games on home turf is even more special. And there's also something special about hammering buttons as fast as humanly possible. It might not be the same kind of exhilaration that Cathy Freeman or lan Thorpe feel as they're tearing towards gold, but it's still exciting, blister-inducing stuff

Sydney 2000 is the first videogame to be designed with the help of the International Olympic Committee. Previous Olympic licenses have been offered by the specific event organiser. This has brought Eidos and developer Attention To Detail unparalleled assistance, including full access of all the Aussie venues. Channel Seven commentators and motion-capture assistance from real Olympic athletes. But thankfully, the game's designers have still kept the button bashing fun rather than pushing realism too far.

You can't pack in every Olympic event (or ticket crisis or torchbearer scandal...) into a game like this, but there's a good variety of events included. The 12 events include simple button bashing, events that require timing, others that demand rhythm and those that insist stamina. Sydney 2000 also provides a strange mix of obvious and obscure sports. The perennial Track & Field favourites like 100m sprint, javelin, hammer and hurdles are joined by shooting, team cycling and kayaking, which prove to be welcome additions.

hope that this mode will encourage people to build up their teams, like building up a garage in Gran Turismo, and go to a friend's house to challenge one personalised squad against another.

As well as the Virtual Gym system, Sydney 2000 includes a Coaching mode where you are taught the moves for each event. Just listen, repeat and learn. As you improve you will create Personal Bests, which in many events appear as ghost competitors, so that you can always try to improve your top time or score.

Of course, it's the multiplayer mode that has typified the genre to date. You can bang away on two buttons until your fingers fall off, but it's far more satisfying to see your friend's digits drop off first. Some of the events - the sprint, for instance - can handle eight players competing at once, while others like kayak have players taking it in turns. It might be simple stuff, but it's impossible to exaggerate how much fun it can be manicly mashing buttons against a pack of mates, all screaming in agony as their athlete plods towards the finish line.

A gold medal must go to Attention To Detail for the presentation of the game, it really is superb. There's a great sense of occasion and excitement to the proceedings. The motion-captured athletes look remarkable, and the little touches like runners limbering up before a race, jumping for joy or saluting the crowd after a victory

#### "The motion-captured athletes look remarkable, and the little touches like runners limbering up before a race, jumping for joy or saluting the crowd after a victory are lovely"

Also extremely welcome is the effort to offer single players more incentive to play than just breaking their own records. Typically Track & Field games have been brilliant with mates, but terribly boring alone. Sydney 2000 is still much more of a laugh with a MultiTap plugged into the PlayStation and eight friends crowded around the telly, but the Olympic mode offers a challenge for single players beyond simply practicing between multiplayer sessions. In fact, Sydney 2000 probably offers the best single player mode ever for a game of this type thanks to the ability to train athletes at a Virtual Gym and compete in a number of pre-Olympic events. You can build up a chap with a physique like Mr Bean into a Mr Universe, and consequently have much more chance of lifting that 200kg bar. Having been in the gym, the athletes have the potential to get stronger and better, potential that must be realised in competition for your virtual athlete to truly benefit.

The game has 20 different gym activities, one or more of which are necessary to be successful at a particular event. For instance, the 100m sprint is a combination of three activities - a reaction to the firing pistol, running as fast as you can, and timing the lunge. With performance multipliers based on the strength of your athletes, you don't have to hammer the buttons as hard in a sprint if you've created a stronger sprinter. The virtual events are simple Simon-Says button bashing exercises and as such aren't as captivating as competing in the real events in front of those adoring crowds – and some are frustratingly tough. But the training options are certainly welcome and the VR graphics are funky. You can choose to just concentrate on taking one athlete to the Games via the qualifying events or build up an entire team. The developers

are lovely. All the Homebush stadia are accurately represented. and including the Aussie commentators Bruce McAvaney, Tracey Holmes and Pat Welsh to call the action is much appreciated.

A disappointment is that there's no real-life athletes. It would have been much more exciting to swim as Thorpey or Klim, run as Cathy Freeman or chuck a hammer as... Err... You know what we mean. But teams are decided so close to the Games that it's not possible for the developers to put the real stars in and still get the game out before the torch relay hits Homebush. We suppose building up your own customised Olympic squad is a fair compromise.

Grab some friends and you'd be hard pressed to find a more fiercely competitive, entertaining or exhausting PlayStation game.





#### WHY NOT TRY.

International Track & Field 2

8/10 PSM 32 International Track & Field 7/10 PSM 1

Nagano Winter Games 6/10 *PSM* 8

VERDICT



GRAPHICS GAMEPLAY LIFESPAN

9 Lovely motion-captured athletes and accurately depicted stadia.

8 Still best with mates, but fun for a little while on your own

6 You will get tired of bashing those buttons relatively quickly

Superb presentation and loads of fun with mates. Not much of an advance on Konami's games, though,

- 18 Sudney 2000 involves the frenetic use of much button bashing...
- ...especially in events like the 100m dash and the two-length plough through the Olympic-sized pool.
- 78 The extensive Training mode builds up your athlete's triceps and biceps according to the discipline they're competing in.
- 840 More realistic athletes have been fashioned, with their muscles ripling in the Aussie sun.
- 112 The long jump, triple jump, hammer and cycling are among the 12 events represented.























#### THE EVENTS

100m Sprint: Whack those buttons as fast as humanly possible before lunging across the finish

110m Hurdles: A good run spoiled by ridiculously high obstacles. Precise timing of the action button is required to clear the hurdles.

Hammer: Belt the buttons to get your athlete a swingin', then try to time the throw perfectly out of the cage and get the right height.

Javelin: Run like the wind, then try and get a 45degree angle throw nice and close to the line. Triple Jump: Requires a tricky combination of button

bashing and precise timing. High Jump: Build your speed, jump and then flip your athlete's feet over the bar using the action

100m Preestyle Swimming: Two laps of armbreaking, blister-inducing button bashing. Timing on the turn is important.

Olympic Sprint Cycling: A three-man race against the clock. Build a steady rhythm, peel off the lead cyclist cleanly after each lap, and make sure you have enough stamina to have a final sprint towards

Skeet Shooting: Absurdly tough event in which you sometimes have to shoot at two speeding targets with the difficulty compounded by the recoil effect. Super Heavyweight Lifting: Almost as painful as attempting the real thing, this event requires stamina and button speed.

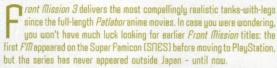
10m Platform Diving: Rhythm, timing and good judgement are called for in this welcome change of

**Hayak K1 Slalom: Showcase event that gives your** weary fingers a break and instead rewards skilful manoeuvres of the kayak through the gates and often against the rapids.

## Front Mission 3

A 40-foot mech suit with state-of-the-art weaponry.

Go on, you know you want one...



The gameplay will be immediately familiar to players of Konami's Vandal Hearts series, while video fogies may be reminded of Lazer Squad and the older X-Com titles. The 3D landscape is squared off into a grid and your wanzers have a limited number of tiles in which they can move and fire in each turn. Once you've made your moves, the enemy takes its turn to do likewise. It's a very old-fashioned system, and nowhere near as complex as it sounds, but it's still remarkably addictive. The clever bit rests in making the most of every turn, identifying the biggest enemy threats and neutralising them before attending to the clean-up operation. There's no boring, Risk-style resolution of stat-heavy battles, either. Every time you order one wanzer to attack another, the camera zooms in and gives you a proper, animated showdown of two iron giants in which the stun knuckles fly, the ammo clips are emptied and metal limbs are reduced to twisted, spark-sputtering stumps. Add to this some neat details like the destructible scenery, or the zoom view of a sniper shot, or stray bullets that can be seen smacking explosively into the wall behind the target, and it's all so well done that it takes much longer to grow tired of these scenes than you'd imagine.

Visually, FM3 works well without ever approaching the dizzy heights of Vagrant Story. Some close-up pixellation and functional colour schemes prevent it from ever looking attractive, and the guided missiles have an unfortunate tendency to clip through solid objects. But there's a fair representation of both military hyperrealism and commonplace details. However, Front Mission is also a strategy RPG, giving you the chance to play through two parallel (and about 95 per cent linear) storylines.

In between missions, your pilots will get to chat to other characters and uncover information before the cut-scenes and FMV set up the next dramatic event. The setting is 100 years hence, when political instability has re-drawn the world map into five federal superstates. The story concentrates on the Pacific Rim nations, only recently drawn into a mutual union to withstand encroachment from the other global powers. Most of the opposition you'll encounter will be from small mercenary groups hired by the various governments to keep any conflicts politically low-key. But after all that intriguing scene-setting, the story rather lets the game down by being either vague or ludicrous from the outset.

College student and test pilot Kazuki Takemura is delivering wanzers to a military base with his '70s-throwback buddy, Ryogo, when there's a mysterious explosion and a security shutdown ensues. When they return to work, Kazumi is shocked to find an e-mail from his half-sister in which she says that she's recently been transferred to the base and hopes to meet up. Do they call the police or the press when the military won't tell them anything? Of course not. They're students. So they stumble into a bar, get picked up by a suspicious but attractive scientist, and promptly

agree to sneak back into the base with her - though not before slipping into their 40-foot metal suits. For extra stealth presumably. Just as you were beginning to accept the viability of a futureworld of mechs, the irrational behaviour of the unsympathetic characters takes a hacksaw to your suspension of disbelief.

One design decision Square has taken with FM3 is to keep the battles short and snappy. You only ever get a few units to control and not many enemies to take out in any mission, so battles are resolutely under half an hour. In some ways this is disappointing, as the limited number of possibilities never opens up into the kind of epic two-hour fights you'd see in Vandal Hearts. But it does maintain the pace very effectively and there's always something different thrown in to keep you interested. In some missions you'll suddenly discover end-of-turn cruise missile support from an allied sub; in others, you might be struggling to protect a team of vulnerable scientists as they flee for cover.

But the real quandary with Front Mission 3 is that it invites more intimate nit-picking than a mountain gorilla in mating season. For every two things it gets right, there's one glaring little error that stops it being the tremendous tactical shrapnel-fest you want it to be. Like the way that humans with handguns are far too tough and can easily overwhelm a mech by being difficult to hit. The AI is limited, with many enemies stupidly attacking you one at a time rather than presenting a true force to overcome. And instead of having a decent skill system, you can't use your pilot's special talents for tactical advantage - they're used as randomly as they're acquired.

The difficulty level presents a mild challenge, but if you take time out to build up your pilots in the virtual training arenas, then you're likely to find subsequent missions very easy indeed. A rating system adds some interest for more accomplished strategists, so if you hold off on the items and aim for platinum medals in every battle, then you'll find yourself being stretched on some occasions.

The simplification of the battle system over previous FM games actually results in less choice for the player, so the skirmishes can grow repetitive if you binge it. And after your first few playing sessions, you pretty much know the score and the rest of the game doesn't hold any surprises or new tricks to learn.

If you're serious about making a strategy game for a mass market, the bottom line is that you need a simple, uncluttered interface that allows any player to get to grips with the complexity of the gameplay. Front Mission 3 risks scaring off all but the dedicated with its stat-heavy screens and flashing numbers, and the game deserves better.

This may not be the highlight of the FM series, but it's still worthy of attention. The setting, the hardware, the background, the detail, the animated battles and the immense playing time are among the many good points. The interface, the story, the mediumlow difficulty and some Al oddities make up the points we've knocked off. But if you love your mecha and you love your strategy even more, you'll be losing evenings and the odd weekend to this. Zv Nicholson

#### P.V.I

Publisher:	Sony
Developer:	Square
Release date:	August
Origin:	Japan
Style:	Mech combat strategy
Price:	STBC (NZSTBC)

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#### WHY NOT TRY. 9/10 PSM 3 MechWarrior 2 Vandal Hearts II 8/10 PSM 33 Syndicate Wars 8/10 *PSM* 5

VERDICT

GRAPHICS GAMEPLAY LIFESPAN

8 Clipping aside, the detail is right where it's needed.

8 Fairly deep and very rewarding, with varied missions.

8 For once, that '50 hours plus' isn't a marketing joke.

One of the more playable strategy games of the year, with plentiful pyrotechnics. It won't win many new friends, but the old ones will be happy enough.









## Galerians



Publisher: Developer: Crave Release date: Out now Origin: Japan Style: 3D adventure \$69.95 (NZ\$99.95) Price:

#### Deftly sidestepping the full-on horror of the Resident Evil series, Galerians goes instead for the psychological nightmare territory of Konami's Silent Hill.

cross its three CDs, Galerians is a surprisingly intelligent and adult adventure, using the idea of telekinesis as more than just an opportunity to kill off enemy characters in imaginative ways. Instead, you must strike a balance between using your latent mind powers when necessary and controlling the adverse effects that using them sets off in your character.

Initially, Galerians comes across as a familiar entry to the survival horror family. Its control system and intricate camera work offer no real surprises and are familiar enough to enable players to get straight into the adventure. Similarly, the game's use of inter-cut computer-generated image sequences to flesh out the unfolding scenario is as comfortable as a baggy old jumper. However, while the method is familiar, the plot is as fresh as a summer meadow

back, as the constant toil of fetching and carrying becomes more important than the quest.

Another problem is the puzzles. For a start, they are often predictable, involving you carrying item A to area B. In Resident Evil 3 Nemesis, this notion was balanced with action set pieces, but Galerians' psychological premise means it cannot fall back on those more arcade-orientated traits. Also, the puzzles can be a little too obvious, with CGI cut-aways and mental flashbacks giving too many clues as to what happens next, removing a lot of the game's mystique.

As 3D adventures go, Galerians is a brave experiment, but unfortunately it's only partially successful. It crams in loads of

#### "As 3D adventures go, Galerians is a brave experiment, but unfortunately it's only partially successful ... it is hindered by its reliance on simplistic puzzles"

and is the reason that Galerians is actually a fairly powerful 3Dadventure game.

You play a 14-year-old lad called Rion, who starts the game strapped to a table in a stark operating theatre. As he is awoken by a seemingly distant voice, Rion escapes by breaking free using just the power of thought. Suffering from amnesia and unsure of his abilities and their implications. Galerians follows the young hero's quest for identity and mastery of his telekinetic skills.

While the use of such powers is commonplace within Japan's anime or Manga, it makes for a refreshing change in Galerians. As Rion picks his way through the base he is being kept in and out into the world, he can summon a wealth of offensive moves to protect him against the security guards and scientists who want him back under lock and key.

Using his mental powers reduces Rion's effectiveness and eats away at his health. As his body crackles with psychic energy, the mop-topped hero doubles over in obvious pain while the rapid depletion of his health is shown by energy bars at the top-right of the screen. The only way to counter the effects is by using the drug Delcon, which is conveniently scattered throughout the levels and restores your mental balance to normal. Searching out fresh prescriptions so you can use your powers becomes a recurring theme in the game. Unfortunately, it also creates a rod for Galerians'

incidental characters and a very strong narrative, but is hindered by its reliance on simplistic puzzles and the clever, but ultimately limiting, idea that Rion is dependant on medication. Its emphasis on psychological horror also means that it never steps up a gear and so lacks sufficient dynamism to keep the player hooked. More the equivalent of an entertaining video than a must-see film, but a diverting effort nonetheless.

Steve Merrett



#### WHY NOT TRY.

Resident Evil 2 10/10 *PSM* 28 Resident Evil 3 Nemesis 9/10 PSM 30 Silent Hill 8/10 PSM 24

VERDICT

GRAPHICS GAMEPLAY LIFESPAN

- 7 Detailed rendered backdrops, but a few camera niggles
- 6 Slightly too sedate, with a reliance on fetching items.
- 7 A challenging, but often frustrating, quest

A welcome attempt at suspense. Sadly, what starts off as a promising escapade descends into a mundane pattern of object retrieval and usage.

of players

- 12 Things not making sense? Then maybe a swift shot will help. Do NOT try this at home, kids.
- 84 No chance of a game of pool... Rion is on the hunt for a doorknob. Or a key. Or something.
- Psychic powers can damage your health, but they're just the job for giving guards a roasting.
- 88 Where would adventures be without keys to find? The PPEC drugs are needed to harness your psychic powers.
- 10-12 It's not all sterile labs, you know. Escape from the confines of disc one and you'll find all manner of mansions to wander about in...







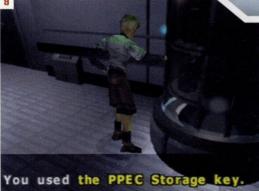














#### HOW TO... MAKE FULL USE OF RION'S POWERS



attacking and sensing...



Rion's exceptional mental abilities Using mental attacks will send any- Rion can also sense significant are best used in two main areas - one close to you realing with pain. details simply by touching items. Initially they will collapse and die,
but the game has more psychokinetic surprises up its sleeve...

but the game has more psychocollapse and die,
collapse and die,
coll









Publisher: Developer: Aqua Pacific Release date: Out now Origin: Europe Style: Tennis sim

Price:

\$79.95 (NZ\$99.95)

Another developer tries to interesting how prove hitting a ball back and forth over a net can be...

I hen Pong fathered the videogame back in the '70s it was effectively the first ever sports sim: it offered players a bat with which to ricochet a ball past an opponent. Despite the many quantum leaps that have taken place in videogaming since, All Star Tennis 2000 shows the limitations of a genre that's easy to copy (think Anna Hournikova's Smash Court Tennis), but difficult to carry to another level - the tennis game. It's a respectable enough imitation of tennis, but is, sadly, fatally flawed.

The players have a variety of moves, including slices, backspins, smashes, lobs, topspins and volleys, but the graphics, and in turn the collision detection and gameplay, are woefully samey. Players don't stretch, coil or improvise enough to play difficult shots, and their interaction with the ball is desperately binary. Although characters have different power, intelligence, running speed,

team...). In effect, each tournament is just another anonymous court, as the 12 courts from around the world, with clay, grass and asphalt surfaces, appear to have no discernible effect on the gameplay, altering only the sound effects.

The presentation is average, with some good animation and players chucking temper tantrums as they hurl their racquets to the ground. However, the camera can be annoying at times as it cuts off some of the court, and the replays, whilst entertaining, resemble something you'd whip up on an Etch-A-Sketch...

Furthermore, this is hardly 'all star' tennis, with only a handful of real players - Todd Martin, Richard Krajicek, Gustavo Kuerten, Amelie Mauresmo, Conchita Martinez and Adelaide bad boy Lleyton Hewitt (the cover star) – buried among a host of computer

#### "...the game can be frustrating for the single player, with your tennis star swiping for balls in the wrong direction and diving for balls that land right next to them..."

accuracy and reflexes, they either hit the ball or they don't. In cutting-edge sports sims (ISS Pro Evolution springs to mind), a player can just manage to connect with the ball, but fail to guide it to the intended destination, or balloon a shot to the derision of the crowd. This is not the case in All Star Tennis 2000.

The designers have done little to compensate for these flaws, applying little gloss to a game so blatantly lacking in license. You can compete in exhibition games, Tournament or Season mode and play doubles or singles, but no effort has been made to capture the atmosphere. As there is no difficulty level, the game can be frustrating for the single player, with your tennis star swiping for balls in the wrong direction and diving for balls that land right next to them (perhaps they should be playing cricket for the English

stand-ins. This is bound to discourage the die-hard tennis fans who otherwise could have lived with the general level of sloppiness. There is some evidence of a difficulty curve as the real players are more adept than the fictional ones, but the key word here is 'repetitiveness'. Oh, and watch out for the schizophrenic umpires who angrily bark "quiet please" when the crowd is already obviously silent...

All Star Tennis 2000 is characterised by lazy design and uninspiring, soulless gameplay. It fails miserably to recreate that centre court feeling and does little to scratch, never mind stretch, the PlayStation's capacity. But, then again, there's only so much you can do with a bat and a ball. No match for Anna...

#### VERDICT

Court Tennis

All Star Tennis

Actua Tennis

WHY NOT TRY...

Anna Knurniknua's Smash



GRAPHICS	
GAMEPLAY	
LIFESPAN	

8/10 *PSM* 23

8/10 *PSM* 18

6/10 *PSM* 18

6 Decidedly average and bland.

Dull, repetitive and unrewarding. 5 You won't go back to this often

It does a good impression of tennis, which is a sport that translates poorly in the modern world of videogames. All Star Tennis 2000 is nowhere near polished enough to score highly.







# Vib Ribbon

Have a great 'it should be game' idea? Then send it to the land of the rising sun. It seems the Japanese just can't say no to new videogame ideas...

he Japanese gaming community has always enjoyed the largest variety of unusual titles. Admittedly, seeing some of them in action, you wonder if anyone else would enjoy them, but occasionally a title winds up in Australia, which questions all we've come to know and trust in games.

Vib Ribbon comes from Masaya Matsuura, creator of PaRappa The Rapper and Um Jammer Lammy. Continuing on his unusual Simon-Says-style games, Vib Ribbon is again set to test your nimble dexterity, along with your natural rhythmic

Aside from gameplay, the most dramatic difference setting this game apart from others has to be the black and white vector-style graphics (just think of a two-year-old let loose on

The in-game music is courtesy of Japanese pop sensation Laugh and Beats, who recorded six tracks exclusively for Vib Ribbon. While initially the tunes will make you reach for the 'mute' button, they do become dangerously addictive after a very short time. So if music determines the number of levels, then six songs isn't many, right? That's why the game has been specially designed to play any audio CD, from The Carpenters to Pearl Jam, which instantly adds a new level to the game. Put on a slow song and the difficulty level is nice and easy, put on something upbeat and you'll have your work cut out for you, thereby giving gamers full control over

# "Put on a slow song and the level is nice and easy, put on something upbeat and you'll have your work cut out for you..."

an Etch-A-Sketch pad and you're nearly there). And while the initial reaction to this is sheer disgust and disappointment, it quickly becomes apparent this is on purpose and not an insult on anyone's intelligence.

The idea of the game is to control the main character, Vibri the rabbit, as he travels along a continuous line of ribbon. As he comes across various shaped objects in the ribbon, you must use one of four designated buttons to navigate either under, over, through or around each shape. The thing that determines what shape and when is the music that's playing. The faster the music, the quicker you need to react. On top of the four basic shapes and button commands, a series of morphed shapes require button combinations, which at the start seem all too complicated, but soon become second nature.

Surviving levels is a simple case of meeting each shape you come to with the right button combination. Successfully navigate 18 objects in a row and your character evolves into a more superior being, such as a crowned creature with wings. However, misjudge up to nine objects and your character begins to de-evolve from a rabbit to a frog, then to a snakelike creature and then finally dying, ending the round.

Vib Ribbon proves that after more than five years and thousands of PlayStation titles, there are still new and interesting game ideas coming out of the woodwork. Based on the huge success in Japan of other oddball games of this ilk (PaRappa and Bishi Bashi Special spring to mind), hopefully we'll see more wacky titles in the future. Mike Wilcox

#### PaRappa The Rapper Bust A Groove 8/10 PSM 16

Um Jammer Lammy

WHY NOT TRY.

VERDICT

P.Y.I

Origin:

Style:

Price:

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Publisher:

Developer:

Release date:

Sony

Sony

Out nou

Musical party game

\$39.95 (NZ\$39.95)

Japan

GRAPHICS GAMEPI AY LIFESPAN

8/10 PSM 25

8/10 *PSM* 5

- 3 Minimalist, simplistic, uncomplicated completely intentional.
- Unique, addictive and refreshing... Fun for the whole family.
- 6 You'll either grow bored quickly, or never leave it alone

Yes, it's weird, it's wacky, but it's way cool fun... Vib Ribbon has the potential of becoming a cult classic









go on a rampage...

Prepare to be addicted as a bunch of legless prisoners

s a criminal synthetic life-form sent to Alpha Prime, your captors chop you in two, attach you to a rollerball, then pit you against quards and rival prisoners in a host of events that test your skill and strength. Victory is the only way to secure your freedom. Sounds a

You compete in powerball, gauntlet, pursuit, racing and tag events, testing your ability to do everything from navigating tricky skateboard-style circuits to negotiating platforms in an eversinking swamp. No doubt everyone will have their own favourite, but MoHo's most challenging discipline is racing, which forces you to find hidden shortcuts and utilise the arena to sling-shot your player past opponents. Certain characters are more suited to particular arenas, which further increases the lifespan of a title that provokes you into trying to beat near impossible scores through its system of timed contests

During the disciplines you roll around graphically superb arenas that undulate and contort with the explosions of weapons and demonstrate the excellent physics underlying the game. MoHo is not a puzzler in the vein of Marble Madness, but a pacey combo of challenges that'll have you fishing your joypad out of the garden to play it again, just moments after you've cast the damn thing out the window in frustration.

That frustration can be all too apparent, but derives from challenging gameplay, rather than awkward controls. The result of the steep difficulty curve is that your successes are extremely satisfying, and you can always move to another game in

the arena before returning to the trickier challenges Early concerns about the simplistic fighting have been offset by the emergence of useful spin and rage attacks, which get you out of tight corners, but the two-player mode is disappointing - visibility is cut in a game reliant on an awareness of the arena (in fact, a radar would be a positive addition in every mode).

That Lost Toys has focused on the environment and gameplay is not to be sniffed at, but that extra yard of depth, like the introduction of upgrades outside the arena, or further development of the characters or the world beyond the contests, could have turned a very good game into an outstanding one. Buy it, then wait with baited breath for Lost Toys' next offering.



Publisher:	Jack Of All Game:	
Developer:	Take 2/Lost Toys	
Release date:	Out now	
Origin:	US	
Style:	Arcade/action	
Drings	¢110 05 (07¢00 05)	

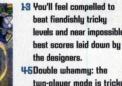
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#### WHY NOT TRY..

Crash Bandicoot 3:	Warped
	9/10 <i>PSM 32</i>
Ape Escape	9/10 <i>PSM</i> 9
Micro Maniacs	9/10 <i>PSM</i> 33





two-player mode is tricky due to reduced visibility. 67 A variety of games in a

multitude of arenas gives MoHo a surprising degree of longevity.





VERDICT

It's original, fast, accessible and has a great replay value. Frustration GRAPHICS levels are tempered as you master the game. More depth would've given it a higher score. A fantastically addictive game

LIFESPAO

8 Wonderfully interactive, with only occasional glitches.

8 Handles brilliantly. Appeal lessens in two-player mode.

9 Help! The joypad is welded to my head.



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Alundra 2

Sharpen your sword, polish your shield and save the world. Again...

ddly, there's no Alundra in Alundra 2. Flushed with the modest success of the first action/RPG to bear his name, our hero must have arrogantly demanded a massive salary increase for the sequel, only to find himself rebuffed and replaced by a much cheaper sword-wielder - a freshfaced unknown named Flint

In fact, it's not just Alundra's eponymous hero that's absent from Alundra 2, just about everything from the first game has gone missing. The setting is entirely different; the retrolooking forced perspective of the original has evolved into polygon-based 3D; and the dark, nightmare-driven story has given way to a quirky and unevenly humorous scenario intended to appeal to a wider (and for 'wider' read 'younger') audience. While Alundra was lauded for its thoughtful characterisations and compelling narrative, this follow-up has a basic plot, populated by off-the-peg character types and a few wilfully bizarre dungeon denizens. Fans of the original, then, may well feel slightly disappointed at the result.

Taken on its own terms, however, Alundra 2 is a highly enjoyable game, offering a compelling blend of action, puzzle-solving and role-playing. It's intelligently structured, likeably varied and maintains its momentum throughout a good-sized adventure.

Along with the predictable weapon, shield and item power-ups, paid for with cash snaffled from treasure chests and monsters, you're always on the verge of discovering a new combat move or a fresh magical power. And there's very little wasted space. As you lead Flint around the Kingdom of Varuna, your objectives are always clear, with the solution to the next puzzle usually right in front of you... If only you could see it.

Although very easy to begin with, the difficulty level ramps up progressively until the game becomes seriously challenging - but never impossible if you keep your wits about you. There'll be moments of frustration, but even the ultratough bosses can eventually be defeated once you've worked out their

attack patterns (although they can still take upwards of 15 minutes

You're notionally teamed up with a generically feisty female character named Princess Alexia, but she has no gameplay significance and keeps saying, "Let's split up," or gets captured or lost. Alundra 2 is an essentially solo experience. Instead of involving yourself in the kind of party-management complexity you'd expect from a highend role-player, then, you can revel in the pleasure of simply dashing from problem to problem, slashing your way about the place in real-time.

After you've taken a little while to get used to the camera control. everything becomes pretty intuitive. And this points, unfortunately, to the main problem with Alundra 2: its lack of originality. Everything it does, it does well - but there's an unmistakable whiff of seen-it-allbefore about its block-jumping challenges, animal-themed bosses, rolling metal balls, and mine cart ride. Its indebtedness to Nintendo's Zelda games, in particular, is quite blatant, as Flint scythes through clumps of grass for coins, throws torches at bombs, and purchases healing plants from friendly shopkeepers. This genre-faithfulness will put many at ease, but it could equally leave you wishing for a bit extra. The later magic is powerful and interesting, leading to some fine puzzles, but can't dispel the outline of formula.

Alundra 2 lacks a little in the way of atmosphere, despite the best efforts of its American translators who have worked hard to make sense of stylised cinematic cut-scenes full of people going "Huh!?!?" and "What the ... ?!" But it's still well worth a play, with a few surprises, a real sense of adventure, and that unmistakable just-another-half-hour feeling, as you know there's always something worth investigating around the next corner..



- Relax and eniou running from ouzzle to ouzzle while outting
- Once you get used to the way comes intuitive.
- The whiff of genre repetition is pretty unmistakable as you play through Alundra 2.
- 5-6 Learning attack patterns is the key to finishing off the rockhard bosses.

# VERDICT



GRAPHICS GAMEPLAY LIFESPAN

6 Mostly unspectacular, with a few nice special effects

8 Satisfying, varied and moreish.

8 Plenty to see and do - a solid challenge

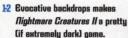
Formulaic adventure aimed at younger gamers that could seriously disappoint fans of the original. But persevere and you'll find yourself immersed in an elegantly constructed title of many delights.







number of player





# Nightmare Creatures II

# Kill, maim and hack through evil hordes in this monster-mashing sequel.

The survival horror goalposts have shifted immensely since the first instalment of *Nightmare Creatures* was released. Titles like *Resident Evil 3 Nemesis* and *Silent Hill* are ambitious benchmarks to compare yourself with, but to its credit developer Halisto has done just that with its revamp of a respectable, if slightly cheesy, original.

Once again your task is to put a stop to the machinations of Adam Crowley, a surgeon-turned-body-tamperer with designs on mass destruction. His nightmare creatures are genetically modified man manglers with a thirst for blood and mindless determination to kill everything in their path. Armed with a tasty axe and a host of weapons you are more than a match for even the biggest of foes, so be prepared to turn your screen red with blood in a game that relies on gore and atmosphere for kicks.

Set primarily in London and Paris in 1934, *Nightmare Creatures II* certainly looks the part. The two cities, particularly Paris, are evoked well and the Parisian graveyard is a dead ringer for Père Lachaise, final resting place of Oscar Wilde and Jim Morrison.

The decent lighting and weather effects, backed up with ambient Silent Hill-esque background music, make it more grown-up and satisfying play than the original, but the gameplay relies too heavily on gore. Most secrets, and even the route forward, are hinted at by anomalous pieces of scenery or unusual detail, giving you a sense of being directed through, rather than exploring the landscape. Frustratingly, when you approach obstacles you are thinking, "Am I supposed to be able to climb that?" Rather than, "Can I reach that ledge?"

In the continually evolving world of PlayStation games developers have to run just to stand still. But Kalisto has made great progress, adding a decent swimming mode and removing

the atmosphere-denting time gauge that originally had you frantically chasing round to find a zombie to bash before your energy drained. Kalisto has also tackled the first game's messy fighting system by introducing an engagement mode, where you are locked in combat with a foe and cannot escape without beating them. This makes for more orderly battles but contributes to the linear feel of the game as you jump from one fight to the next, with damage to secondary opponents only arising when you catch them with the side-swipe of your arcing weapon. And, despite the fairly imaginative pick-ups, you are restricted to wielding your axe as the primary weapon.

The monsters are all well drawn and intimidating, and while repeated combinations will see-off the weaker ones, as the game progresses you do need to become a little more thoughtful in your approach. Each foe can be finished off with a fatality move, which is initially satisfying, but soon becomes mundane. Thankfully, it's also optional.

Nightmare Creatures II is graphically accomplished and fun to play, but it lacks the sophistication that comes as standard in other survival horror games. However, the missing features such as side-step and look commands are not as significant as the deficits in the plot development and puzzling. Silent Hill managed to expertly deploy cinematic techniques to create sympathetic characters and generate a genuine sense of unease. Nightmare Creatures II fails to pull of the same trick because of infrequent cut-scenes and long loading times that often precede, and so give away, surprises. It's simple, good-looking, blood-thirsty fun that could have been so much more.

Lee Hall



Price:



\$79.95 (07\$99.95)

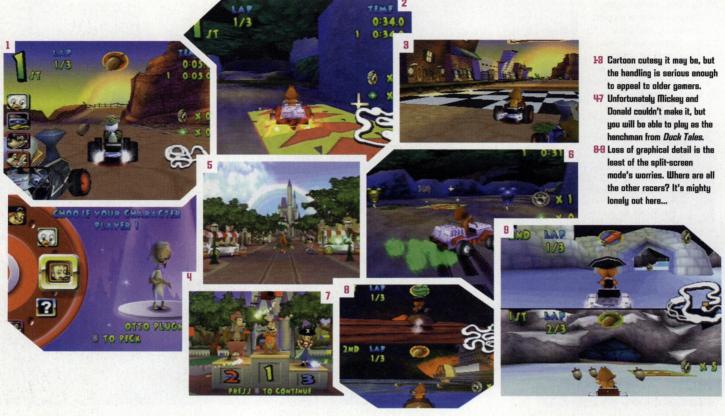
#### WHY NOT TRY.

is 9/10 <i>PSM</i> 30
8/10 <i>PSM</i> 24
7/10 <i>PSM</i> 8

Kalisto's commendable ambition and improvements to the original are compromised by too many niggles, preventing *Nightmare Creatures II* from being an outstanding game. Fun in small doses.

GRAPHICS	8 Pretty and evocative, but lacking in foreground detail
GAMEPLAY	7 A fun hack 'n' slash marred by minor irritations.
LIFESPAN	7 Critically shortened by the lack of secrets and sub-pl

VERDICT



# Disney World Magical Racing Tour

Publisher:	Ozisoft
Developer:	Eidos
Release date:	Out now
Origin:	UK
Style:	Kart racer
Price:	\$79.95 (07\$99.95)

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Crash Team Racing	9/10 <i>PSM</i> 28
Speed Freaks	8/10 <i>PSM</i> 25
Chocobo Racing	7/10 <i>PSM</i> 25

# One more rendition of "Zippity Doo Dah" and we're calling social services...

here's something unnatural about teaching Tim Rice lyrics to children of six or younger, but if you've got nieces or nephews, you'll already know the selling power of Disney.

At first glimpse, Magical Racing Tour appears to be a very credible alternative to the karting efforts currently available and perfectly sanitised for the younger audience. The handling's good and all the old tricks - starting grid turbos, powerslide boosts are included for more sophisticated players.

Magical Racing Tour has also discovered another way to license Disney. The circuits are not just obstacle courses but rides based on theme park attractions, with animated sideshows and distractions designed to be glimpsed briefly as you hurtle past at high speed. Even the karts change accordingly, becoming snowskis on the slopes, jeeps in prehistoric ride and little African Queen tugs for the jungle river. There are plenty of shortcuts to explore, and for the first few hours you will be whooping like a six-year-old at some of the touches.

But there is a price to pay for all this. The game only supports one or two players, while its rivals boast four-player MultiTap support. Worse, the lower graphical detail of the split-screen option doesn't even feature any CPU karts, so

head-to-head becomes a lonely affair when one player takes an early lead.

The long-term appeal of a solo game is also limited because most of the power-ups are copied from games where they were intended for multiplayer emphasis: witness the zapper that turns all other karts into slow, squashable frogs. In a single player game, it's simply bad design to repeatedly hit the player with dangers they can't avoid. And no, you're not imagining things, because the other karts really are out to get you. They'll happily huddle on your tail, power-ups at the ready, without sabotaging each other.

Oh, and you may need to explain some of those characters to your nephews and nieces. Sadly, Mickey and Donald couldn't make it. Instead you get somebody you'll remember as the villain's second henchman in Duck Tales episode 87..

There's still a good deal of fun to be had with it, regardless of age, but Magical Racing Tour imitates other kart racers without grasping what makes them fun.

And thank your lucky stars we haven't had space to mention the songs.

Zy Nicholson

# VERDICT

	THE STREET SHAPE STATE OF THE S
	GRAPHICS
-	GAMEPLAY
	LIFESPAN

BRAPHICS	8	Good depth of field and details galore.
SAMEPLAY	7	Initially promising, with good handling.
IFESPAN	5	Let's mention it again: no four-player mode.

Some entertaining tracks with shortcuts aplenty, but a few design problems under the bonnet leave Magical Racing Tour's long-term value in doubt. Stick to Crash Team Racing.

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# **Ballistic**

Publisher: Ozisoft Developer: THO Release date: Out now Origin: US Style: Puzzle

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$89.95)

You haven't been addicted to a game until you've played Ballistic. Its presentation and concept is simple, but it's the most fun puzzler you're likely to come across. It has the dangerous facade of appearing easy and it is here that the first trap lies... Coloured balls move towards the centre of the spiral that you need to protect.

By firing off randomly coloured VERDICT balls you can do one of two things: get out of a sticky and frantic situation with spectacular combo, or add to your inevitable detriment by miscalculating where the ball will land. This takes much more than simple logic and you'll often find yourself in panic mode. Various aspects can throw your whole game plan out of whack - balls can be randomly selected, move in different order and increase in speed. Ballistic is definitely a game that you'll find yourself coming back to. While it doesn't have the depth that'll have you playing it every day, you will still be hooked. Two-player comps against a buddy are brilliant fun. Puzzle



# Spin Jam

Publisher: QV Software/Empire Developer: N12 Release date: Out now Origin: Japan Style: Puzzle

Players: Two Extras: Memory Card Price: \$79.95 (NZ\$99.95)

There's no doubt that Spin Jam is based on Taito's evergreen Bust-A-Move series. You fire coloured balls at a central spindle that you rotate to determine where they'll land. When three balls of the same colour are grouped they start to pulse, then explode and disappear. The explosion also sends the balls on the other side

of the spindle flying out towards VERDICT big coloured petals. If balls hit petals of the same colour, they stick and when the petal is full, it bursts. Spin lam does what it does very capably, but it's as much about filling petals as making chains, and keeping focused on both feels more like a chore than a challenge. The two-player game works in much the same way as Bust-A-Move's Versus mode, with filled petals sending balls on to your opponent's screen. It's fun, but a little bit too fussy. There are lots of levels, a decent two-player mode and the visuals are a good impression of Japanese puzzle cuteness. But with no fewer than four Bust-A-Move clones out there already, you have to wonder who's going to want this. CB







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# Legacy Of Kain: Soul Reaver

Publisher: Ozisoft Developer: Gidos Release date: Out now Origin: UH Style: 3D adventure

Players: One Extras: Memory Card, Dual Shock, Analog Price: \$49.95 (NZ\$49.95)

Soul Reaver is one of the best games you'll ever play on any system. Blood, gore, action, ghouls, dead men walking, puzzles... It's got everything that you could ever want in a 3D adventure title. The sheer size of the levels to explore is amazing and there's practically no loading time. Getting Raziel to run, jump, hack,

VERDICT

slash, pull, throw and impale is an easy task. And you'll need to be able to perform all of these tasks on those trying to destroy you. Some enemies can be killed

with a few presses of the attack button, but there are some that need to be destroyed more creatively, like being impaled on a wall or dissolved in water. You can also creatively use items that would seemingly be eve candy, such as flaming torches. Soul Reaver's atmosphere is superb, from the brooding, orchestral music to the deep, baritone voiceover. With seemingly endless levels to explore and a variety of creative ways to tear entities apart, it is easy to recommend Soul Reaver to anyone who enjoys quality, mature gaming. EC



# The Misadventures Of Tron Bonne

Publisher: Ozisaft Developer: Capcom Release date: Out now Origin: Japan Style: Action RPG puzzler

Players: One Extras: Memory Card Price: \$79.95 (NZ\$99.95)

Driven by a lust for jewels and the desire to hoover up enough cash to pay her brother's ransom, girl genius Tron Bonne goes on a crime spree, aided and abetted by her inept accomplices, the servbots, Game-wise this means an adventure that's part puzzler, part RPG, part 3D blaster and part utterly mad. Its

VERDICT

action sections have you rotating on the spot to move in a specific direction and clumsily circling to avoid incoming fire. What's more, the adventuring is little more than an item hunt set in a maze. Like stablemate MegaMan Legends, with which it shares a game engine and many members of its cast, Tron Bonne is aimed squarely at gameplayers of more tender years. Capcom has concentrated most of its efforts on the battling and adventuring side of things, but this soon becomes painfully tedious. The only lasting pleasure is offered by the Puzzle mode, where you rearrange crates using a version of your Gustaff mech suit. At best, Tron Bonne might keep nippers amused for an afternoon... PW



VERDICT

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Publisher: Sony Developer: Cryo Release date: Out now Origin: Europe Style: Point and click adventure

Players: One Extras: Mouse Price: \$49.95 (NZ\$TBC)

It's 18th century China and inside the Forbidden City. Chief Eunuch Wang has been murdered. As the Emperor's trusted superintendent, it's your job to crack the case by sundown or your honourable arse is grass. It's the usual fare of clue-gathering and pre-school puzzlesolving, with lots of tedious toing and froing

and talking to poorly animated eunuchs with British accents. But unlike other examples of this quaint genre, China doesn't even attempt to counter its prehistoric game mechanics with a wealth of beautifully rendered locations, instead offering an embarrassingly meagre selection of blurry, featureless locales for your passive 360-degree enjoyment. With no exploration, decision making or indeed interaction of any kind to speak of, gameplay is reduced to enduring conversations, reading hyperlinked text from the extensive in-game encyclopaedia, and trying to decipher the illegible game map. And just to put the icing on the cake, the loading times are horrendous. AH



# Pop 'N Pop

Publisher: Jack Of All Games/JUC Developer: Taito Release date: Out now Origin: Japan Style: Puzzle

Players: Two Extras: Memory Card, Dual Shock Price: \$69.95 (NZ\$99.95)

Beneath the innocent, almost childish visuals lurks an inherently evil puzzle game. Releasing helium-filled balloons that burst when they come into contact with other balloons of the same colour may sound like a harmless pastime, but it's dangerously addictive. Not surprisingly, Pop 'N Pop bears more than a passing resemblance

to many of Taito's previous puzzle efforts – the Bust-A-Move series in particular-yet it's more noodle taxing than any of them. There are several modes of play

to choose from, including a fiendishly difficult, 100-level checkmate mode where you have a limited number of projectiles with which to clear a screen by setting up chain reactions. There's also a family mode, which is great for younger players. Pop 'N Pop is one of those rare titles that anyone can enjoy, no matter how joypad literate they are. This won't win awards, but it's a fun, unoriginal, two-dimensional, brain tickling little number that's well worth the asking price. It won't corrupt your mind, but it will give you sleepless nights aplenty. JC



# Mighty Hits Special

Publisher: Jack Of All Games/JVC Developer: Altron Release date: Out now Origin: Japan

Style: Shoot 'em up Players: Two Extras: Memory Card, G-Con, Mouse Price: \$69.95 (NZ\$99.95)

The premise of Mighty Hits is quite simple you have to shoot at a series of targets to score points in any one of 35 different games. Think Point Blank goes to the sideshow and you're close to the money. Fluffy rabbits, flying mackerel and toy trains are among your targets, but the gameplay on offer isn't anything like

as varied as this formidable VERDICT prey. A few of the events contain puzzle-solving elements or tests of memory, but nothing that's going to give you brain strain.

The difficulty level varies greatly as you progress into the game and depends a great deal on your choice of control method. Overall you are much better off using a decent lightgun, but certain events can be made much easier with a PlayStation mouse or joypad. Not a bad game, but its appeal is rather short lived. Even the two-player mode is only good for a quick blast. Not reason enough to buy yourself a lightgun. but if you have one already, brush off the dust and cobwebs and take a look - worth hiring for a night of fun. A hit. Well, ish. JC



# **Psychic Force 2**

Publisher: Jack Of All Games/JVC Developer: Taito Release date: Out now Origin: Japan Style: Adventure

Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

This has to be one of the strangest fighting games ever. Not only can the combatants defy gravity and fire numerous psychic projectiles. but the brawling zone is a giant clear cube that likes to float above cities, volcanoes and the like. There's plenty of room for the characters to fly about, but this isn't always a good thing.

Ninety per cent of the fights end VERDICT up with the participants hurling fireballs at each other from opposite sides of the screen until one of them screams and falls

to the bottom. Worse still, the cube's only function is to trick you into thinking that you're fighting in a 3D environment, which you're not. As far as gameplay goes, PF2 offers nothing over conventional 2D fighters, except the ability to float rather than jump around the screen. There is a dodge button that enables you to dart around your opponent and attack them from different angles, but you'll rarely get close enough to use it. There are several different gameplay options. but the characters don't vary much beyond their appearance, making for repetitive gameplay. JC



# Vampire Hunter D

Publisher: Jack Of All Games/JUC Developer: Victor Interactive Release date: Out now Origin: Japan

Style: Action Players: One Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

D is for Dunpeal: that's you. Half man, half vampire. It's 12,090 and vampires more or less rule the Earth. Humans maintain a strong underground resistance, financing bloodsucker bounty hunters. So, off you go to a big, scary castle on a hill to rescue someone's daughter who has been abducted by ... A vampire! It plays

VERDICT

like Resident Evil without the graphics, style or shock factor. So match-the-keys-to-the-doors, then. Oh, and the occasional button-bashing sword fight. The main problem is the curdled mix of atmospheres - it's either a grim, Doom-y, Gothic creep-around or a faintly tongue-in-cheek, cartoonish horror thing. Combat is a mix of paralysingly tiresome hack-and-step-forward, hack-and-step-back, and awkward experimentation with potions to find out which works best against which monster. The camera angle switches are hopeless and confusing, the graphics fluttery, and the cutscenes terribly paced. We may have been inundated with survival horror, but compared to this, you'll realise what all the fuss is about. AL



# Victory Boxing Challenger

Publisher: Jack Of All Games/JUC Developer: Victor Interactive Release date: Out now Origin: Japan

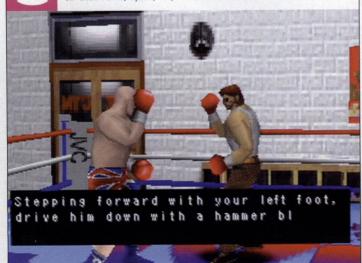
Style: Boxing Players: Two Extras: Memory Card, Dual Shock, Analog Price: \$79.95 (NZ\$99.95)

While pugilsim is an angle that the Victory Boxing series has always avoided, a few chuckle-worthy moments crop up to punctuate the pedestrian pace and uninspiring camera angles of this third instalment. The slugging may be as tough going as three minutes in the ring with Anthony Mundine, but there's

VERDICT

no denying the relative pleasures of creating your own boxer from the range of hair, face, body and fighting types on offer. Power, speed, life,

stamina and the ill-defined guts all need your attention before you attempt a real match. The selection of moves, too, need to be thoroughly mastered. The game's weakness is simply that the scrapping isn't as much fun as it should be. Few punches can be thrown without your boxer needing a rest, and some of the opponents verge on the psychic when it comes to guessing your next shot. Visually, too, it's disappointing, with basic models, glitchy ring graphics, and simply awful FMV-style cut-scene knockdowns. MP



# In recent issues

name	issue	score
4X4 World Trophy	PSM 36	5
Armorines: Project S.W.A.R.M.	PSM 35	3
BattleTanx: Global Assault	PSM 35	7
Beatmania	PSM 33	7
Bishi Bashi Special	PSM 35	8
Colin McRae Rally 2.0	PSM 33	9
Colony Wars: Red Sun	PSM 33	9
Cool Boarders 4	PSM 32	8
Destruction Derby Raw	PSM 36	8
Die Hard Trilogy 2	PSM 33	7
Dragon Valor	PSM 36	7
Dune	PSM 34	4
Eagle One: Harrier Attack	PSM 33	8
ECW Hardcore Revolution	DOM OA	

**Ehrgeiz: God Bless The** Euro 2000 Everybody's Golf 2

F1 2000 **F1 Racing Championsh** 

Fighter Maker

Fisherman's Bait 2 - B

**Gekido: Urban Fighters Ghoul Panic** 

Glover

Hogs Of War In Cold Blood

International Track &

ISS Pro Evolution **Jackie Chan Stunt** 

Jimmy White's 2: Cue **Legend Of Legaia** 

MediEvil 2

Micro Maniacs

Muppet RaceMania **Need For Speed: Porse** 

N-Gen Racing

**NHL Rock The Rink** Player Manager 2000

Premier Manager 2000

Rally Championship

**Rally Masters** 

Rescue Shot

**Resident Evil Survivor** 

Road Rash Jailbreak

Rollcage Stage II

**Rugrats Studio Tour** Star Wars Episode I: Je

Street Fighter EX2 Plus

Street Skater 2

Suikoden II

Superbike 2000

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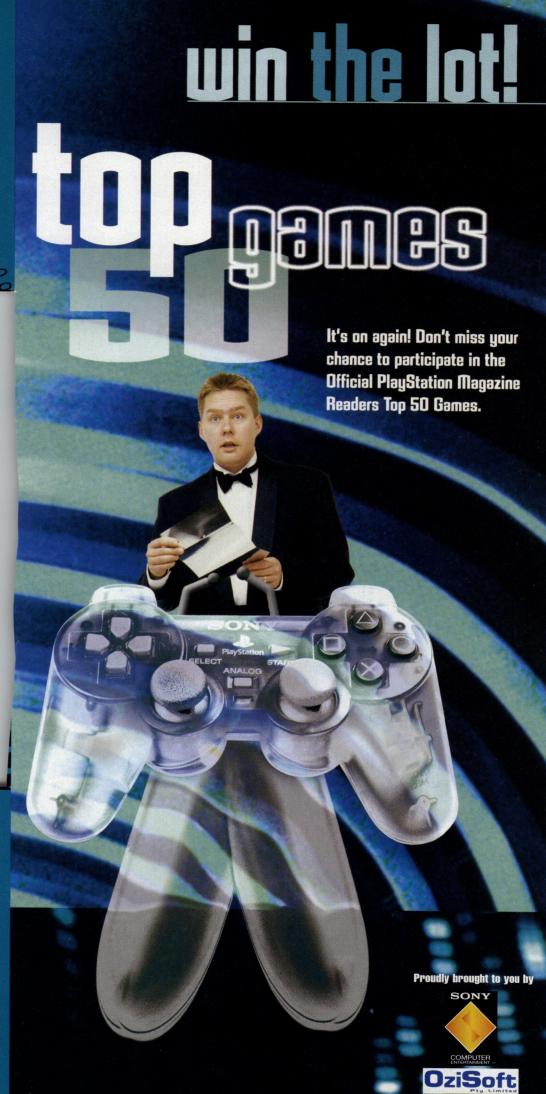




To be in with a chance to win the Top 50 games as voted by PSM readers, all you need to do is cut out the coupon on this page, fill in your details and name your three favourite PlayStation games ever.

Votes will be tallied and presented in a massive special feature in November naming PSM readers Top 50 games. And one lucky reader will win the entire 50 games, making them the envy of gamers across the country! The prize is worth over \$2500!

Don't delay, start cutting and scribbling now.



# **Conditions of Entry**

 Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd and their associated agencies and families.

2. Competition opens August 16, 2000 and closes last mail September 26, 2000.

2. Competition opens August 16, 2000 and closes last mail September 26, 2000. Enter by using an original coupon as provided in issue 37 of Official PlayStation Magazine on sale August 16, 2000. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on September 27, 2000 by a representative of Official PlayStation Magazine at 11am. All entries are to be sent to Top 50, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia.
3. All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should

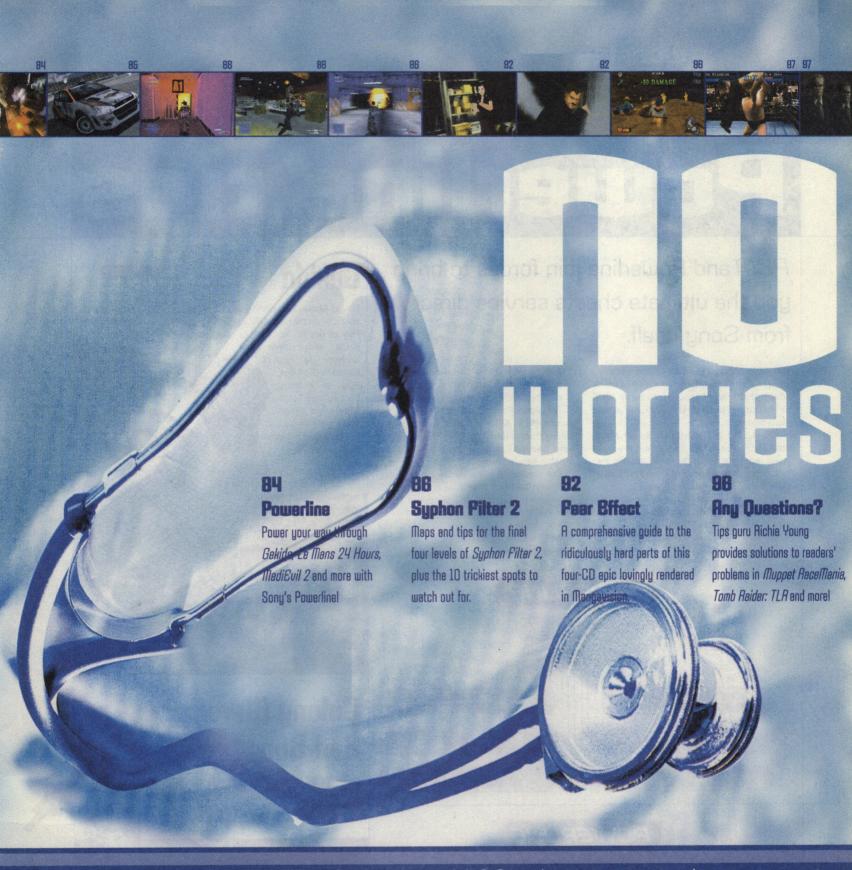
of the promoter. A request to access, update and correct any information should be directed to that office.

4. The judges decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail.

late, lost or misdirected mail.

5. Total prize value is over \$2500. Prize is not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter.

6. The prize winner will be notified by telephone or security post and published in the November issue of Official PlayStation Magazine on sale October 25, 2000.



Found a game so addictive you've finished it overnight? Or perhaps a game so tough you're stuck on the first level? Fear not, for PSM has all the extra levels and sneaky cheats you'll need to keep you glued to your joypad. And if you need more help, you can mail Richie Young or e-mail playstation@acp.com.au and beg for help in next month's Any Questions? Or if time is of the essence, call the Powerline on 1902 262 662.





# Powerline tips

PSM and Powerline join forces to bring you the ultimate cheats service direct from Sony itself.

The Official PlayStation Powerline provides gamers with an incredible amount of gaming advice that's only a phone call away. We'll be featuring the latest additions to the Powerline each month.

Call = 1902 262 662 (Australia only) and, once connected, press 0 to access the main menu (Australia only). The menu options are:

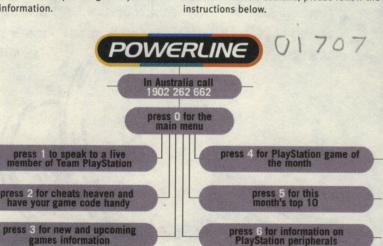
- 1. Speak to a member of Team PlayStation (9am-8pm EST, seven days a week).
- 2. 'Cheats Heaven'. Punch in the five-digit code located on your game CD above the PlayStation logo and after the letters SCES or SLES.
- 3. New and upcoming PlayStation games information.

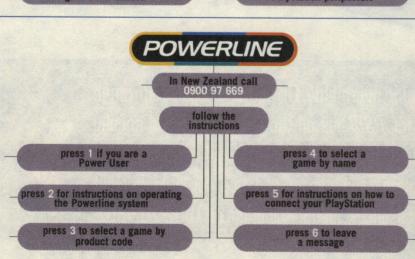
- 4. PlayStation game of the month.
- 5. This month's Top 10 titles.
- 6. Information on PlayStation peripherals.

The Powerline is charged at \$1.50 per minute (NZ\$1.69) - a higher rate applies if calling from mobile or public phones. Callers aged under 18 must obtain a parent's permission before phoning.

The service is available 24 hours a day, 365 days a year and is operated by CT-Solutions in Australia and Syncomm Ltd in New Zealand.

For instructions on how to access the Powerline in New Zealand, please follow the





# Gekido

Play as Akujin: Successfully complete Urban Fighters mode with any character on the hard difficulty setting to unlock Akujin in all modes. Play as Gorilla: Successfully complete Urban Fighters

mode with Travis and Michelle to unlock Gorilla in all modes. Play as Kobuchi: Successfully complete urban fighters mode with Tetsuo and Ushi to unlock Kobuchi in all modes.



# **Colony Wars: Red Sun**

Cheat Code Option: Go to the Home Station and press R2 (x2), L2 (x2), R1 (x2), and Select (x2).

All weapons: Enter ARMOURY as a code.











# SYPHON FILTER 2

Need a hand? Use our maps and tips on how to get through the final four levels of Suphon Filter 2. We've also added some handy general tips, plus a guide to the top 10 trickiest bits.

# **GENERAL TIPS**

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1. Kneel down (by pressing \*) when shooting to increase the accuracy of your shots.

2. Corners are your friends. Using kneel, manual aim and strafe at the same time enables you to peek round them to see what's ahead without putting yourself in danger.

3. If there are too many bad guys about, just leg it into a shady corner where you can pick them off individually.

4. On larger/later levels some of your enemies are able to regenerate themselves, so don't bother killing every single bad guy unless they're in the way or you need their armour/ammo.

5. Rolling around like a lunatic decreases your chances of being shot, and is especially helpful when attempting to avoid head shots.

6. Remember, the knife and hand taser have infinite ammo and are silent. The crossbow is also silent and has a much longer range, but has limited ammo. Only use it if it's impossible to use the knife or hand taser. The longer-ranged air taser is noisy and you'll get noticed if you use it when there are people around.

7. The shotgun is great for ploughing through crowds of bad guys, but is not so hot at longer-range work.

8. The pistol is a surprisingly handy weapon, especially with a big fat silencer attached. Ammo seems to grow on trees too, so use it as much as you can, rather than wasting what ammo you have for the larger weapons.

9. Watch the radar for where the threats are.

10. If in doubt, don't leg it and shoot all your ammo off. Creep around and be cautious.



# THE TRICKY TEN

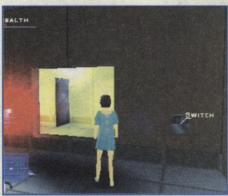
Most of the game is easy, but there are a few hot spots to watch for. Ten, in fact



Once you've got your gear back on, creep up to the guard controlling the door and incapacitate him with your taser. Flick the switch, do a quick 180-degree turn and exit the room. Take a left out of the locker room and at the end of the next corridor turn right. The door should now be open, so make use of it. Don't stop until you've got into the next area or you'll get locked between two security gates. Once through, let the doors close behind you and hide on the left until you can zap the next guard.

# LEVEL 4 - 1-70 MOUNTAIN BRIDGE

The time limit is just two minutes, so get your skates on. Creep to the right and hang off the bridge. Move along the edge until you've passed the first vehicle and you can get back up safely. Creep to the next truck, but watch out for the two guards that are patrolling it. Stay behind them until you can get to the back of the vehicle and retrieve your sniper rifle and a gas grenade. Keep following the two guards round until you get to the front of the truck. Now sprint back to the





Commander and his buddy and gas grenade them both. Job done.

# LEVEL 5 - MCHENZIE AIRBASE EXTERIOR

Hanging and dropping off the roof alerts the attention of a guard. Get to the left of the front of the truck and crouch down, keeping an eye on the investigating guard. As soon as he's gone round the back of the truck, creep up to where he came from. Turn left and climb over the crates as quietly as you can. The guard's mate will be waiting on your right-hand side for you to test your taser out on him. Now hunt down the first guard and give him the good news.

# LEVEL 10 - MORGAN (SHOWDOWN)

Get running to the right and keep running clockwise around the perimeter, avoiding Morgan's shots. Stay away from the barrel at one end because if a stray shot blows it up, you'll go with it. As soon as Theresa gives the word, stay where you are and aim a little to the left of the crates that are nearest you. Point the crosshairs a couple of pixels above the join of the two colours on the wall and wait until Morgan gets close. Keep shooting as he comes from the right and he should run straight into your line of fire.

# LEVEL 12 - MOSCOW STREETS

After the two Russian police run past to the right, go and hide on the other side of the street, facing where they came from. Slowly make your way to the nearest car until the bad guy on the roof starts shooting things. Quickly return to your hiding place and snipe him from there. Once done, move cautiously up until another guy starts shooting from the roof. Turn and run back a short distance before sniping for a second time. Repeat this process for all the grenade-toting,



roof-mounted Russian bad guys until you get to the junction where you'll meet Gregorov again.

# LEVEL 14 - GREGOROV (SHOWDOWN)

Creep to the centre podium and keep it between Gregorov and yourself at all times. When he's underneath a light, shoot the opposite one and keep an eye on where he goes. When he's under another light, do the same again, still watching where he goes. Repeat this until all the lights are out. He'll creep around pretty much blind in the dark, and you'll have the upper hand with night vision. Hunt him down and incapacitate him with your taser, but be cautious as he wanders randomly and could turn round and bump into you at any point.

# LEVEL 15 - ALJIR PRISON BREAK-IN

After creeping away from the first two guards at the start of the level, keep going straight on until you come across the third guard. Zap guard three and then leg it as fast as possible round the left-hand bend that you passed earlier. Follow the corridor round, while arming your crossbow. Now get a move on. Incapacitate guard four and go and stand over his body. By this time guard five will have gone to investigate guard three. Aim and shoot guard five (but not in the head) before she realises what's going on and raises the alarm. Job done.

# THE TRICKY TEN CONT...

# LEVEL 16 - ALJIR PRISON ESCAPE

Two psycho prisoners have got their hands on some weaponry but you're not allowed to kill them. Retrace your steps through the gate you shot open and go right. Watch out for the human bonfire, and duck behind the corner where the burnt corpse ends up. Aim down the walkway to a guard with a tear gas gun and try not to get shot by it. Once you've given him some lead to the head, go and retrieve his weapon. Take this back to the nutty prisoners and shoot the floor between them. They'll go out like a light.

#### LEVEL 17 - AGENCY BIO-LAB

To get past the guard with his back turned (just after the decontamination room), return through the decontamination room and turn to the right. Make sure you walk, because running will alert the guard down the corridor.

In the corner is a stretcher with a knife on it. Pick the knife up, silently kill the guard down the corridor if you feel the urge to, and then go back to the other guard and kill him, too. Now you can go and get your gear, which is at the end of the corridor to the right.

# LEVEL 19 - NEW YORK SLUMS

After hearing the stranded cop call for backup near the end of the level, run over to her on the left to find out what she wants you to do. When control returns, shoot off some rounds in the direction of the two snipers. They don't have armour, so just use auto aim to save time. With any luck, the snipers will have ducked out of the way of your fire, and let the cop run past to see her mate. After the cut scene, whatever you do don't go back to her. If you do, she'll blast your head off, and there's no need for that.







V

(Top

Start Clevels 17, 19, 20) Start Clevel 18) Security camera

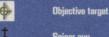
(arrow indicates which way it's pointing)

on/Ammo

Flak jacket

Steps/Ramp

Bad guy Carrow shows direction of





Bad guy who appears after you pass this point and turn back

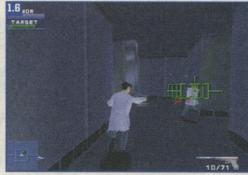
Bad guy's truck



# LEVEL 17 - AGENCY BIO-LAB

Leave the room and turn right. Follow the corridor round to the right. Follow the lab-technician [1.1], but turn right at the T-junction. Avoid facing the guards. Take the first right, and at the T-junction go through the door on the opposite wall 11.21. Operate the Security Net. Take the other exit from the room and turn left. Take the knife from the stretcher in the corner, turn back and take the first left. Kill the next guard [1.3]. Turn right, enter the room at the end, kill the guys and retrieve combat gear. Exit, follow the corridor round, snipe the two guards (bottom one first), and talk to Ramirez. Exit through the only open door 11.41. Go straight on, scramble the security camera and follow the corridor round. Take the next two rights. Open the door and snipe the guard in front [1.5]. Avoid the security camera on the left and enter the vent at the end. Talk to Gershon. Run round the righthander and quietly kill the lab-tech [1.6]. Follow Gershon and install modem. Kill the guards and escape via the

entrance. Return to Ramirez and go through the newly opened door 11.71. Kill the two guards, run up the ramp in the opposite corner and pull the switch [1.8]. Talk to Chance. Exit through the near door. Observe Elsa, then snipe the lab-tech [1.9]. Follow the route round, kill the lab-tech and run to the door.

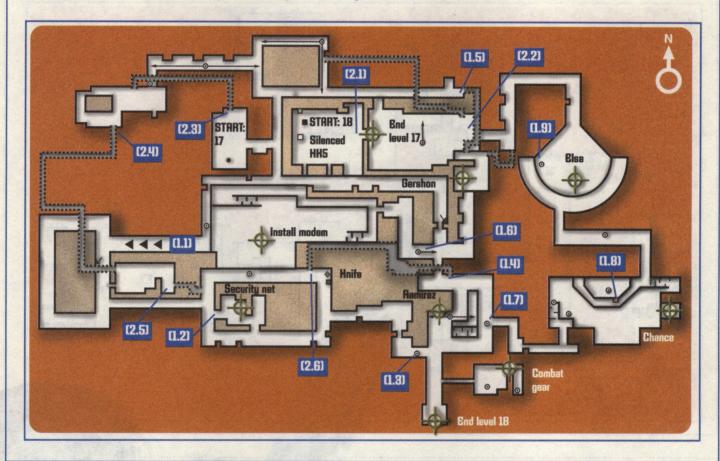






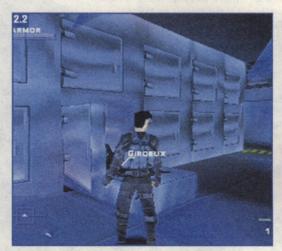
# MAP LEVELS 17 8 18 - AGENCY BIO-LAB & BIO-LAB ESCAPE

Logan's locked down in the secret biological laboratory. Time to slaughter some scientists and break the hell out of there.



# LEVEL 18 - BIO-LAB ESCAPE

Turn round and pick up the HK5. Wait for the guy to blow himself up [2.1]. In the next room, enter the vent to the left [2.2]. When you come out, run round to the right. Take the second right and then right again into the start of the previous level. Climb onto the desk and enter the opposite vent [2.3]. In the freezer room, enter the other vent [2.4]. Follow it round and enter the next room, then into the next vent [2.5]. When you get out, run and roll round to the right until you reach the next vent on the righthand wall (just past the stretcher) [2.6]. In the room where Ramirez was held, run straight to the other end, past where you got your gear, and to the end of the level.









# MAP LEVEL 19 - NEW YORK SLUMS

It's like a jungle out there. Tenement blocks, crack dealers and a bunch of blokes with big guns trying to blow your head off.



# Level 19 - n.y. slums

Run right. Kill the bad guys and enter the shop to the left [3.1]. Go over the counter and round the back. Kill the guy round the corner [3.2], then climb onto the box outside and onto the roof [3.3]. Climb up to the left, kill more bad guys and drop into the street [3.4]. Go down the steps on the other side of the street, fall through the floor and turn on the sprinkler. Enter the run-down building [3.5]. Work your way round, killing the snipers until you find the policeman [8.8]. When he gets killed, run past his corpse. Kill

street. Run back round to the left, kill the snipers on the roof, and go down the other opening on the right [3.8]. Go right by the van and help the cop [3.9] (see 'The Tricky Ten' on page 87). Go up the steps and kill the remaining

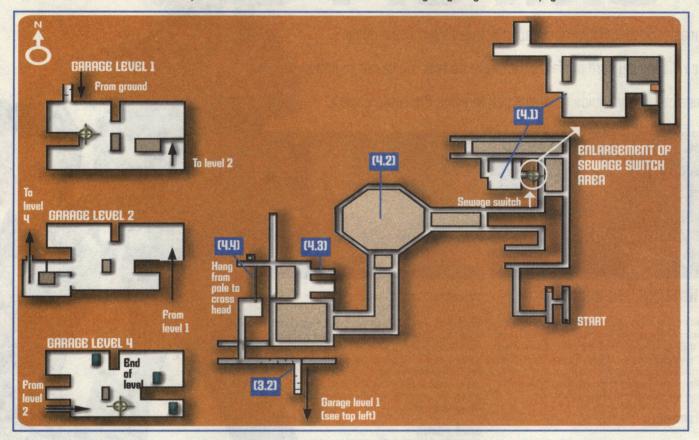
the remaining snipers. Exit through the window [3.7], back onto the





# MAP LEVEL 20 - NEW YORK SLUMS

It's cold, it's dank and it smells a bit peculiar. Welcome to the detritus of Noo Yoik city. Anyone got a clothes peg on them?



# LEVEL 20 - NEW YORK SEWERS

From the start, follow the right-hand wall all the way round until you enter a room [4.1]. Clear it of bad guys and flick the sewage switch. Leave the room and turn right. Keep to the right-hand wall until you get to the round sewage tank [4.2]. Drop carefully onto the edge and climb up to the left. Get on the right-hand side and follow it round again. Clear the bad guys by the control panel [4.3] in the room and go to the bar. Face the wall and hang from the bar [4.4]. Move left, killing anybody you can. Follow Theresa into the garage [4.5]. Clear each level and the stairs until you reach the fourth level. Blow up all the vans and go up the big ramp.



# LEVEL 21 - FINALE

The end is nigh. Find Chance and kill him.

Waste no time. Get running out the door and to the right straightaway, and head for the helicopter. Right in the middle of it, under the main rotor blades, you can load up with all manner of weapons, and round the other side of the helicopter is a flak jacket should you need it. Don't shoot Chance yet. Arm yourself with the automatic shotgun, but don't fire. This beast has very little ammo, and you'll probably need it all. Head for the tail and keep rolling back and forth underneath it until you can lure Chance between yourself and the tail blades of the chopper. As soon as you're lined up so that you're facing the rear blades and he's right in your line of sight, fire that shotgun at him. The impact of the shots throws Chance backwards and he can't return fire when he's off balance. Keep blasting him towards the spinning blades until you've manoeuvred him right into them. Where he belongs.





# 

A masterpiece lovingly-rendered in Mangavision. The problem?

It's ridiculously hard in places. But have no fear; we've put together

a comprehensive guide to enable you to enjoy the entire game.



# FIGHTING TALK

Half of Fear Effect centres on blowing away Triad hordes or dispatching legions of the damned back to their spirit world. Handling the characters is a trifle tricky to begin with. Practice on the helipad before starting the game and you should quickly become accustomed to the controls. Follow these steps when fighting to keep yourself alive...

#### SILENT HILLS

The first disc offers the opportunity to hone your assassination skills. Using the R2 button and the directional pad, sneak round corners and across changeover game screens to creep up behind enemies. When you're close enough to them (and quiet enough) the Target icon at the top of the screen will turn red and one tap of the \* button will take 'em out. Use your knife (Hana), smackjack (Glas) or brass knuckles (Deke) to conserve ammo and stay silent, but take care not to leave yourself open to retribution.

### TWO-HANDED ATTACKS

Pretty quickly you'll get the chance to wield two guns at the same time in true John Woo style. This is especially handy when caught in a firefight with multiple baddies. Try and position yourself so that your guns are pointing at two targets simultaneously before pulling the triggers. Get it wrong and you might down one baddie while the other fills you with lead.

# DUCK AND ROLL

It's advisable to keep moving if you find yourself in a sticky situation. Use L2 and the directional pad to roll away from gunfire, then leg it holding down R1. Hold down R2 to duck and fire. This is particularly effective against the slow-moving green zombies on Disc Two.

# COLLECTING AMMO/ITEMS

Every time you kill a baddie, they drop something. It's usually ammo, but occasionally they leave items that you need to progress. The best policy is to pick up everything they drop. As you get further into the game you get bigger and better weapons. Try and conserve as much ammo as possible by using your silent weapons and pistol.

# SAVE POINTS

You pass over save points at various stages in each level, indicated by your mobile ringing and a Save icon appearing at the bottom of the screen. Scroll to your phone using the or button, use **A** to save at every opportunity who knows what awaits you round the next corner?

Right then, you should be ready to start. If you really can't handle dying for the umpteenth time at the same bit, check out 'Cheat Codes' below for infinite health and ammo.

# **KEY TO MAPS**

▲ Item to pick up ▲ Puzzle/door to be unlocked/solved

# **CHEAT CODES**

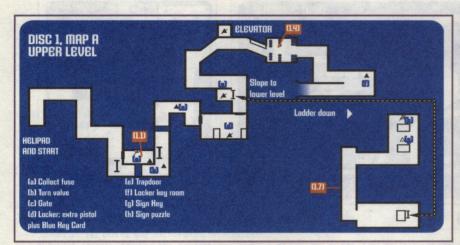
Don't think you can get through, even with our shiny maps? Enter these codes on the Credits screen as the names are scrolling upwards for instant gain... Expert mode:  $\psi$ ,  $\psi$ ,  $\psi$ ,  $\Delta$ ,  $\psi$ ,  $\psi$ ,  $\psi$ ,  $\Box$ ,  $\leftarrow$ ,  $\rightarrow$  All weapons:  $\Box$ ,  $\Delta$ ,  $\uparrow$ ,  $\psi$ ,  $\bullet$ ,  $\bullet$ ,  $\Delta$ ,  $\Delta$ ,  $\uparrow$ ,  $\bullet$  Infinite health:  $\Box$ ,  $\Delta$ ,  $\leftarrow$ ,  $\psi$ ,  $\bullet$ ,  $\bullet$ ,  $\Delta$ ,  $\Delta$ ,  $\leftarrow$ ,  $\Delta$ Infinite ammo:  $\Box$ ,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,

Instant puzzle solution:  $\square$ ,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ ,  $\leftarrow$ ,  $\leftarrow$ ,

One hit kill with guns:  $\coprod$ ,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ ,  $\triangle$ ,

One hit kill with secondary weapon:  $\coprod$ ,  $\blacktriangle$ ,  $\leftarrow$ ,  $\downarrow$ , ●, ●, ▲, ▲, ←, Ц

Rapid fire:  $\Box$ ,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ ,  $\leftarrow$ ,  $\leftarrow$ ,  $\leftarrow$ ,



# DISC 1

II.11 Hana — say cheerio to Glas and ride the helipad upwards. Follow the walkway round, silently killing the guards as you go, until you reach a small building. Take a peek through the window to see a lever. Shoot the glass out, climb in, pull the lever, collect the fuse behind you and get out again. Climb to the top of the building to turn the valve. Climb down the other side and collect the Gate Key and on you go.

**II.21** Carry on around the walkway, noting the not-yet-working elevator on your left. Collect the Red Key Card and go into the Locker Room (locker 67 needs a key). Watch the video screens for a bit, then exit through the left-hand door, noting the unopened trapdoor to the left when you get outside.

II.81 Carrying on along the walkway you reach your first big encounter at the Power Grid. Get the big guns out and use evasion tactics for victory. This done, continue on round the path until you reach a room full of packing cases. Collect the Locker Room Key on the floor and return to locker 67. Woo time! Now run back to the room where you found the key and take the slope downwards, taking advantage of your new two-weapon capability.

**II.41** Head left to locate the Fuse Box. Insert the fuse you collected earlier that powers up the lift and head back again. On your way you will come to the first puzzle. The power grid has been electrified. Study the pattern that the electric current follows and run around the squares at the appropriate time. This done, carry on to take the elevator down a level.

IL.51 Exit the lift and take the wire cutter from the wall to the left. Carry on going, jotting down the sequence of coloured flashing neon lights, until you reach a door, which opens with the Blue Key Card. Take out the first two guys before moving forward to very carefully take out the third bloke without hitting Jin, the human bomb. Leave the ammo and stuff that they drop for later.

**11.61** Time to test your bomb disposal skills. Using the neon lights as a guide, select the wire cutters and manoeuvre over the bomb, snipping the appropriate wires as you go. The snivelling Jin adds to the tension, but you've got plenty of time so don't panic. If you can't suss out the sequence, here you go: orange button – cut red and yellow wires; purple button – cut red and blue wires; green button – cut blue and yellow wires. Was it really worth the stress?

**11.71** Boss man has nicked the elevator. First return to the bomb room to pick up stuff. Then go to the Emergency Exit (red door) and use the C4 to blow the bloody door off, backing up a little to avoid the blast. Now run back to the opened trapdoor by the Locker Room and descend the ladder. Sneak out and slash the two guards on the ledge. Observe the massive Chinese symbols above you; you'll need them in a moment, before continuing back into the building.

I1.81 You come to the first boss who legged it earlier. Using the blocks of computer panels as cover, avoid the boss' machine-gun fire and pop out to shoot him only as he reloads. Keep your attacks short, be patient and he should be disposed of fairly easily. When he's been defeated, collect the Sign Key, using it to access the Sign Puzzle on the lefthand wall. Match up the Chinese characters that you saw on the outside of the building with those on the Sign Puzzle, pressing \*\* on each when the correct order is displayed. Now return to the trapdoor ladder from where you entered.

**I1.91** Glas gets curious and goes to find Hana. Escape the hoverjet's gunfire by speedily weaving around the fires and climbing the ladder at the back of the screen. You've already been here with Hana; go round to the small building that she looked in at the start and climb halfway, and only halfway, up the ladder. Time the rest of the climb according to the pattern of the hoverjet's gunfire, then leg it across the roof and climb down the ladder on the other side.

**[1.10]** There is a pipe on the floor by the rubble. Take it and use it on the boiler thing to your right. This done, take a step back and shoot the boiler when the crosshairs appear, minding the explosion. Then go to the hole and take a look.

**I1.111** Hana needs to escape. Quickly run to the centre of the screen, pick up the knife on the floor and kill the guard using your now perfect fighting skills. Creep out of the room to silent-kill the guard. Collect his weapon and use it to mow down the two guards outside. Continue back to climb the ladder under the trapdoor.

II.121 Glas now faces a Piping Hot Puzzle. Note the pattern of when the pipes cool down. Firstly run to the centre of the screen and turn the valve. Then make your way back and follow the pipes up to the top of the screen at the correct time (note places you can rest safely). Don't get boiled.

I1.131 To defeat the hoverjet, shoot at the banners that are hanging on the washing lines. Do this by waiting in the corners of each screen, just in front



of the banners, avoiding the gunfire by rolling about if necessary. The jet will eventually fly into your line of sight bringing up the green target icon. Shoot the two banners to bring down the jet.

**II.141** Finding yourself in the Bomb Room, exit through the door and prepare to fight. Before going through the door that Hana blew up, pop round the corner to take out the guards and collect meaner weaponry. Then return to go through the burning door, equipping yourself for a big scrap. Baddies dealt with, go to the trapdoor and descend the ladder where you meet Hana.

**I1.151** Another boss and he's quite easy. Hiding on the left should mean you avoid the gunfire, then shoot at the pilot from your hiding place when the crosshairs appear. With the boss defeated you take control of Glas. Run until you reach the end of the



# DISC 2

12.11 Hana - Okay, calm down. Evade/chin the zombies and search about for more weaponry.

12.21 Deke - Follow Glas up the path and enter the hut to your left for a scrap.

[2.3] Glas - Time your run across the flaming path well. [2.4] Hana - Take her up the pathway and choose the left fork. Kill the zombies and take the Po Mon Key, which opens the door to the hut at the top of the walkway you were on before forking left. Enter the hut and chat to the old lady. Sneak out of the back door to kill the two guards and follow the path round to the right. [2.5] Carefully kill the three guards and continue to the end of the walkway where you are captured. Stay still. What could you possibly do to distract the guard's attention?

[2.6] Deke - Stealthily work your way around the large room, killing, collecting and saving as you go. Then travel up the ramp for some more killing. At the end of the left-hand train platform there is an open train carriage. 12.71 You find a tricky boss to deal with in the train carriage. To defeat him, hide behind the filing cabinet and roll out to shoot as the boss reloads. Take great care not to shoot him when he ducks down as he is hiding behind a box of explosives.

[2.8] Back on the platform again and you need to access the ladder opposite the carriage. Do this by opening the fuse box and switching off all the power switches at the bottom to start. Move the power fuse to the middle row and the second fuse to the Lock 3 space, switching on the power to unlock the ladder. Then move the power fuse to the first row and the second fuse to the ladder space and switch on. Bingo, it should work! 12.91 Climb the ladder to a girder structure. Go to the far right of the screen, taking out the creatures as you go and not losing your footing.

[2.10] Guards and zombies are everywhere, so take great care. Go through the old lady's hut and follow the path all the way around until you find the Xi Mon Key. Then return back the way you came and take the lefthand path outside the hut. Go past the train and on to more burning huts where you will be able to use the Xi Mon Key and collect the Train Key. Then go back to the Save Point by the train and get on.

[2.11] Aboard the train, look at the memo to the left and note the code written in the top-right corner. Then go to the access panel to the left and enter

> code is 4N2B42CC8000 and gets the train started. [2.12] Deke - Run! [2.13] Glas - Kill all the guards,

the code, starting at the top-left. The





# DISC 3

[3.1] Glas - Take the cooking oil, then use the vase to attract the guard's attention. Move fast! Pour the oil on the iron plate in the centre (not the drain), then retreat to the top-left corner and wait for the guard. He should come over to you and slip over, enabling you to escape. [3.2] Deke - Make your way across the glass roof, treading only on the uncracked panes. The sequence of spotlights will show you the way.

13.31 Exiting the Cooking Oil Room, go to the end of the corridor and sneak into the kitchen. Pause and watch for when the stroppy chefs turn around and roll along the floor, avoiding them accordingly. Reaching the end you will find a sprinkler switch. Pull it and get ready for battle. [3.4] Note the positions of all the doors off the kitchen, even though they're unusable at the moment. Go past the peephole door and let Hana in at the main door in the back reception room.

[3.5] Take Hana to the room opposite the peephole door and change outfits (guards won't shoot you in the little blue number unless you have a weapon equipped). Now go through the peephole door and up the stairs, taking the left-hand turn down the corridor to the second red door, where you meet Deke.

13.61 Deke - Watch the dancing girl on the TV and note the sequence of the dance, beginning from the glitch; you'll need it in a bit. Go to the room opposite the stairs where Hana came in and collect the coin from the small table. Return down the corridor and enter the first red door to tackle the Dancing Puppet Puzzle.

13.71 Use the coin to get started, then enter the dance sequence by highlighting the correct icons. If you can't dig it, the sequence goes bottom-right, middle-left, topright, middle-right, bottom-left,

13.81 Exit through the door in front of you to kill guards

room with the single door. Follow the corridor next to this room round to kill the guards and use the elevator. When you descend and exit the elevator, collect the wrench from the room in front of you and go down the stairs to the Boiler Room.

[3.9] Once in the Boiler Room, use the wrench to turn the steam off (try not to burn yourself) and collect the Madam Room Key. Ride the elevator back up and use the key on the doors with the pretty patterns. Oh dear, poor Deke.

[3.10] Glas - Head up the stairs through the peephole door and hang a right. Work your way along the corridor until you pick up the Lounge Key, which can then be used on the purple door. Enter the single door to your left and prepare to fight another boss.

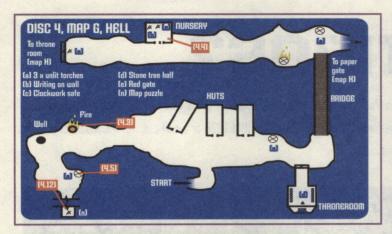
[3.11] The red spot on the floor indicates where the boss will shoot next, so stay out of its way. Shoot the boss when he appears at each side of the bed to reload (use your shotgun). Don't shoot the terrified woman or it's curtains.

[3.12] Hana - Enter the room next to you and pick up the white vase. Then head for the room opposite the stairs to collect the Lounge Key, exit the room and go to the lounge. Once there, go to the doors at the back and follow the corridor round until you get to a fountain where you pick up some flowers. Go back to the lounge, picking up the Office Key on the way, and enter the office to your left.

[3.13] Ride the elevator upwards and enter the doors opposite Madam Chen's Room to collect a black vase. Go across to Madam Chen's Room to perform the Flower Puzzle. Here you must have the white vase with fresh flowers on the side of the door with the healthy tree on it. The other pedestal, in front of the rotten tree picture, should hold the black vase with decaying flowers. It's a bit fiddly, but should get the doors open without too much bother.













[3.14] Things are starting to get a little crazy now. Head back down to the kitchen and go back and change your clothes in the store. Also collect the Meat Locker Key from the demon whore and head out to the meat locker in the kitchen. Follow the buzzing noise round to a door and meet Madam Chen. To defeat her you have to kill the demon whores first. Some will drop paper dolls, which you should pick up. Use the paper Madam Chen's to turn the good lady back to mortal flesh, after which you can shoot her for a short period of time. Repeat this until she disappears. Now it's on to Disc Four...

# DISC 4

[4.1] Gulp! First up, save and then watch the pattern of the stones rising and falling in the water. Then carefully, but quickly, run around them as they rise up, starting at the top-left. Pause at the end of each stone before legging it again at the appropriate time and roll to the pathway at the final stone. It's then a long run to reach the three huts.

[4.2] Firstly, head to the left of the huts and watch a lightning bolt ignite the fire. This can then be used to burn all the paper items that you pick up (ammo, weapons) and make them useable in the actual game. While you're here, go on a bit further to note the position of the well and an unlit torch. Further on is the Map Puzzle, which you can deal with later. Now head back past the three huts and take the right-hand pathway. (Note: There's another unlit torch by the right-hand hut and the large stone door with three torches carved into it on your left in the corner). Once over the rickety bridge, take the right-hand turn and follow the path.

[4.3] You will encounter lots of demons who try and steal your soul. Dispatch them until one gives up a paper gate. Take this all the way back to the fire and burn it. Then run back to where you got it from and go through the now burning gate to have a conversation with Madam Chen, who gives you a doll. Take the doll to the nursery, which is to the right when you cross the rickety bridge, and give it to the little girl. Freaky. (Note: There's another torch in front of the bridge.)

[4.4] To complete the Nursery Puzzle, first look at the writing on the left-hand wall and jot it down. Then go to the clockwork safe to the right and, cross referencing the riddle that the girl tells you with the writing, enter the code on the dial, returning to talk to the little girl after each correct entry for more of the riddle. This is a bit tedious, so here's the order: Enter (using the # button) IIIII then I under 5; II then IIIII under 18; I then IIIII under 35; IIII, turn dial one whole rotation, IIII, III, then II under 88. You should now receive the Stone Scroll. [4.5] Take the Stone Scroll back to Madam Chen who

will give you a tree branch for your trouble. Light this in the fire and then use to light the three unlit torches. This opens up the large stone door, where you collect a Stone Tree half and a Paper Gate Key. Take the Paper Key to the fire and burn it. Collect the useable Gate Key from the left-hand hut, go back past the nursery, and use the key on the gate in front of you.

[4.6] Glas - And you thought he was dead meat. Follow the ghostly Deke up the corridor to a junction with a Blue Dragon in front of you. Dragons are the key to this section. You will encounter six in all and need to jot down what kind they are (find out by talking to each fire etc) and also note the symbol at their base. Back at the Blue Dragon junction, take a left, go through the Bleeding Door and follow the corridor round until you reach the Moon Key. There are also various fires around which you can use to burn the paper ammo.

[4.7] Go back to the Blue Dragon and follow the path to the Moon Door. Follow the route around, killing everything in your path, and noting down names and symbols of dragons. You will also pick up the Sun Key, which you can use on the Sun Door, adjacent to the Moon Door. When you've climbed all the vines and met all the dragons, go to the final room.

[4.8] Descending into this room, you will see a mirror on the wall by the vines. Note down the sequence that the symbols appear in (all right then, it's Mountain, Heaven, Water, Water, Earth, Water, Fire, Heaven, Earth). Then walk forward to cross the stone tiled floor. Wait! Now you have to use all the knowledge you've accumulated about the dragons to walk across in the correct pattern. Alternatively, use the Hell Map in the guide to show you the way. Once safely across, take the stone sword and return to the Blue Dragon.

14.91 Smash the Blue Dragon with the Stone Sword and follow Demonic Deke up the passage for a fight. Note the pattern that Deke takes when washing the stones away and stand on them accordingly. He will rise up at the back of the screen occasionally and this is when you gotta blast him with your best weapon.

Once he's defeated. take the Stone Eye. [4.10] Hana Follow the path up to the Throne Room. where the second brother gives you a crank and another Stone Tree Half. Return to the well (by the fire) and use the crank to collect the Stone Eve from the bucket. You may now proceed to the Map Puzzle on the path past the well. [4.11] Glas - Try and do as much damage

as possible before being captured. [4.12] This one is really simple. Select each of the symbols under the map and highlight the place where you found it on the map. If you can't remember where you discovered them, here they are: Stone Scroll - clockwork safe; Stone Eye - well; left-hand Stone Tree half - stone gate; right-hand Stone Tree half three torches.



# end sequence

IS.II Burn your paper items in the furnace, then take a look at the three symbols above it. These correspond to symbols around the room and you must place the relevant item over them. The Stone Eye matches the left-hand symbol and can be found on the wall to the left of the furnace. The middle symbol is the Stone Tree and is to the left on the floor. The right-hand symbol is the Stone Scroll and is on the floor to the right.

# ANY OUESTIONS?

Muppet ReceMenia driving you crazy or having trouble beating Von Croy in Tomb Reider: The Last Revelation? PSM is here to help. Lost souls should drop game guru Richie Young a line at Any Questions? Official PlayStation Magazine, PO Box 4089, Sydney NSW 1028 or e-mail playstation@acp.com.au. Sorry, but we can't give cheats over the phone or reply to letters or e-mails individually.



# **MUPPET RACEMANIA**

O: Richie, can you please tell me any codes that you know for Muppet RaceMania please? Thank you!

Jane Laird, WA

A: Easy done, Jane. And I like your impeccable manners!

Under the soft foam exterior of this cuddly kart venture lurks a massive Adventure mode. Not only are there podium places to be claimed, but there's fruit to be collected,

stunts to be completed and Doozers to be liberated. There is also an entire cast of Muppet characters and their crazy vehicles to be discovered. For best results, insert these codes on the main title screen and press Start to summon the options.

All courses: ●, ▲, \*, ●, ▲, X, O, A, E, X All characters and vehicles: A, ●, ▲, Ħ, ▲, ×, ▲, ▲, ×, ● Studio bonus course: , , , ,



# O. X. O. A. O. A. I Arches course: ■, ●, \*, ●, ■, A, O, X, O, A Fraggle Rock course: \*, . \*, **■**, ×, **■**, **△**, **⊙**, ×, **■** Reset: ▲, \*, ●, \*, ■, ■, \*, 0. X. A End credits: ●, ▲, ■, ▲, \*, A, E, O, A, X

# PEAR EPPECT

O: Love the mag, guys! I'm also very hooked on Fear Effect - that game is huge! Life in Hong Kong's getting hairy, though. I need help! Dylan Bryant, NZ

A: In the gloom of Hong Kong, Hanna and her friends face some of the most cinematic terrors ever conceived. But don't be fooled by the Manga styling, this game is tricky. With four discs of dank, dystopian intensity to endure, you'll need help. Input these codes on the credit screen of the Options menu.

Expert mode:  $\psi$ ,  $\psi$ ,  $\psi$ ,  $\Delta$ ,  $\psi$ .  $\downarrow$ ,  $\downarrow$ ,  $\blacksquare$ ,  $\leftarrow$ ,  $\rightarrow$ All weapons: L1, ▲, ↑, ↓, ●, ●, ▲, ▲, ↑, ● Infinite health: L1, ▲, ←, ↓, 0, 0, ∆, ∆, ←, ∆ Infinite ammunition: □, ▲, ←, Instant puzzle solution: LI, A, ←, ↓, ●, ●, ←, ←, ← Rapid fire: L1,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ , +, +, +, + One hit kill with firearms: LI,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ ,  $\triangle$ ,  $\triangle$ ,  $\leftarrow$ , R1 One hit kill with hand weapons:  $\Box$ ,  $\triangle$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\bullet$ ,  $\bullet$ , **▲**, **▲**, ←, ⊔

# TOMB RAIDER: THE LAST REVELATION

O: Hey Richie, I'm having trouble winning the race against Von Croy in the early part of Tomb Raider: TLR. Can you help please? lan Jenkins, NT

A: He's quite fleet of foot, but even if you don't win, you can still get through to the next section of the game. Look to the side of the rock doorway and you'll spy a brick that's a slightly different colour than the rest of the wall. A little action here and the door will open, enabling Lara to graduate to pro archaeologist. While exploring the level you'll also notice a number of golden monkey heads. There are eight in all to collect here's where to get them: 1. On the step to the left at the

start.

2. In the shallows by the first standing jump.

3. Just below the spot where you make the running jump. 4. In the pond where Lara learns to swim.

5. In the right-hand corner of the courtyard where the old guy's fighting the wild boars. 6. On the floor of the

right side of the spike room near the exit door.

7. Just to the left in the crawl space section.

8. On a ledge to the right of the spot where Werner makes the speech





DIE HARD TRILOGY 2: VIVA LAS VEGAS Q: Richie, I'm having a few difficulties with DHT2. Can you sort me out?







# WWF SMACKDOWN

O: Okay, so I know that you're not the world's biggest fan of wrestling games, but I'd really love some WWF SmackDown cheats. I love that game! Cheers. Justin Davidson, Qld

A: In the slippery world of WWF SmackDown. persistence often pays dividends. If your wrestler is the type that enjoys being repeatedly whacked in the face with a metal chair, then there is an entire career structure to reward such heroic, if stupid, perseverance. Not every season, or pre-season for that matter, that you complete offers you a bonus, but over time your reward will be the ability to sire stronger superstars, play as new characters and gain further abilities. All you need to do is work on those acting classes.

#### **Pre-season Rewards**

One bout completed: Wealth option, Stevie Richards and Blue Meanie cosTwo bouts completed: European Title and ability. Three bouts completed: Women's Title and ability.

Four bouts completed: Tournament Title and ability. Five bouts completed: Hardcore Title and ability. Six bouts completed: | Quit Title and ability.

Seven bouts completed: Tag Title and ability. Eight bouts completed: Title

Match and ability. 10 bouts completed: European Title and ability.

### **Season Rewards**

One year completed: Play as

Two years completed: Play as Prince Albert. Three years completed: Play

as Jacqueline. Four years completed: Play as

Viscera. 80 points in five years: Create

A Superstar. Six years completed: Play as

Mideon. Seven years completed: Play

as Gerald Brisco. Eight years completed: Play as Pat Patterson.

90 points in 10 years: Create a superstar.

15 years completed: Can play as Tiger Ali Singh.

100 points in 20 years: Create a superstar.

don't mess...

the order of the day in Grand Thaft A

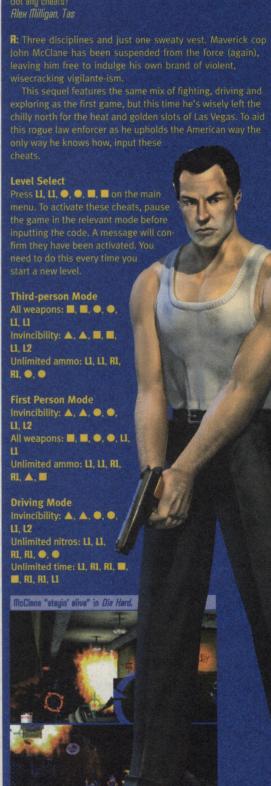
need GTA: London cheats. Superpretty please? You're the very best and thanks a million! Тенаѕ Воь, ПЅШ

A: You have to be the coolest customer so far! Here you go. And have the best day of your life, you legend!

Enter the following codes at the password screen.

All levels: RAZZLE Display coordinates: SWEENY 99 lives: MCVICAR 9,999,990 points: BIGBEN 5x multiplier: SIDEBURN







paying off! I





# TOP SEGRET

THE ONLY OFFICIAL AUSTRALIAN PLAYSTATION TIPS MAGAZINE



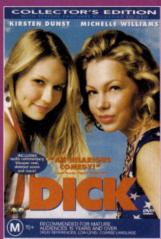
ON SALE NOW

# it should be a game

Think you can do better than the professionals? Then send your ideas for PlayStation games to us. We'll print the best and send a real PlayStation game to the winner. Send your entries (which must have a front cover design) to: It Should Be A Game, PSM, GPO Box 4089, Sydney NSW 1028.

THE NAME OF THE GAME	THE AIM OF THE GAME	HOW TO PLAY	THE PSM VERDICT	
PM Crisis is from the politically incorrect Nathan Peoples of Victoria, who has scored a copy of Syphon Filter 2! Congratulations!	A mix between <i>Tekken</i> and <i>WWF SmackDown</i> , choose which politician you wish to play to beat up and challenge other politicians. Take on the Royal family and work your way up to Bill Clinton!	Like a fighting game, you choose your character and opponent, your style of match and then go for your life! There'd also be a whole load of combos to master.	It would be hilarious fun, though the characters are its only real strength. It would be a terrific method for warring leaders to sort out their differences.	PlayStation
Get down and nasty with <i>Destruction Racer</i> from Daniel Vituseck of NSW.	You are part of an elite racing squad that a rival gang has killed members of. You must drive around the city collecting items and weapons to avenge the death of your buddies.	This would play similar to <i>Grand Theft Auto</i> as you get to drive around the city and cause general mayhem. You're able to drive and leave your vehicle, while sniffing out those responsible for killing your friends.	Half Carmageddon and equal parts Destruction Derby and GTA. Not a bad recipe, but there's not a great deal that's new here. Good, solid fun but nothing we haven't seen before.	PlayStation
Craig Stephenson's (SA) Star Wars Force needs a little more Jedi power	Force would be a beat 'em up featuring all the characters from the Star Wars series. There would be arcade, storyline, practise and team battle modes, and you can take on characters from both sides of the force.	Fight your way to ultimate victory. What else?	Masters of Teras Kasi didn't work – why would Force? Some characters would be good, but there'd be many uneven battles. There's no way an Ewok would give Darth or Boba Fett a run for his money in Tattooine.	Star Wars Force PlayStation
<i>Demon Crisis</i> is a little on the disturbing side. It was dreamt up by Dwayne Campbell (SA).	The Devil himself is the centrepiece of <i>Demon Crisis</i> . He's sent an army of Demons to rule the Earth and you have to defend and eradicate. Oh, and God himself has appointed you!	It would require a G-Con 45 lightgun, but before you get to reach the red beast, you have to blast your way through a whole bunch of levels while upgrading your firepower. There're two entire CDs full of this blasting!	Firstly, <i>Demon Crisis</i> would get up the noses of religious and classification types and secondly, have a fairly predictable plot line and outcome. Disturbed gamers would take to this like a duck to water.	Play Station
Edward Schiavone of Victoria is on the straight and narrow. He came up with this lightning-quick idea called <i>Nationals 2000</i> .	Pick a drag racing machine already available in the game or build your own. Racing classes include top fuel, super street, top alcohol and modified bike. Then you hit a strip of bitumen and race!	The most interesting part of this game is where you're able to build up your dragster. There are heaps of parts available you'll need money for that can be earned through winning big races.	Despite the razzamatazz and adrenalin that real drag racing may have, it doesn't provide the best material for a videogame. It's not like you have to steer a drag racer, or anything. Very boring	NATIONALS 2000 PlayStation
				· · · · · · · · · · · · · · · · · · ·

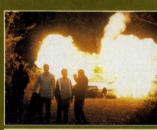
# DOWN LOADING



Michelle Williams (Arlene) and Kirsten Dunst (Betsy) play a likeable pair of ditzy teenage gogetters who have the misfortune of getting themselves caught in the thick of the Watergate scandal during a school tour. By sheer accident they become the 'secret youth advisors' to President Richard Nixon, played by Dan Hedaya who does a convincing and comically exaggerated job. Dick becomes the centrepiece of the girls' lives in many ways, they visit him daily, and they also stumble across sensitive information regarding America's national security! Unknowingly, the girls help shape the course of national history and decision making. Some great twists and hilarious one-liners, but don't expect naked flesh or smutty jokes. RY

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Blooper reel, talent profiles, deleted scene, featurette, trailer. | Verdict: Good, slightly satirical humour. | 6/10

# 







In an American Pie vein, Road Trip is a legendary campus tale re-told by Barry (Tom Green) about four of his college campus buds that embark on an 1800-mile journey to Austen, Texas. It's when Josh (played by the ever-so-good Breckin Meyer) discovers that he's mistakenly sent an illicit tape to his girlfriend that all hell breaks loose and the boys set off to retrieve it. The trip is packed with one-liners, gags and sex jokes, but also serves as a philosophical journey for the lads whose lives change forever when they roll limply back into town. The cast is reasonably strong, featuring teen sensations ruling Hollywood at the moment, and the four main characters are very appealing. RY

Rating: M | Release date: August 24 (nationally) | Verdict: Good, indecent fun! | 8/10



Vertigo

This newly restored *Vertigo* print presents an experience that no Hitchcock fan, or movie buff, should miss. Seeing the 1958 film as Hitchcock intended rather than on fading videotape is an absolute treat, and the meticulous two year restoration of the sound and picture as shown in an accompanying documentary was crucial to preserving cinema history. For those who haven't had the privilege, Vertigo is a mystery, thriller, love story, and psychological study all rolled into one. It features a stellar performance by James Stewart, who perfectly plays the likeable and ordinary man caught in extraordinary circumstances. Stylish, fascinating, haunting and unforgettable. JH

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: 'Making of' documentary, commentary, trailer, production notes, cast and filmmakers' notes. | Verdict: One of the greatest films ever. | 10/10



The Bone Collector

Denzel Washington and Angelina 'Lara Croft' Jolie star in this serial killer thriller that pretends to be a whodunit mystery. But viewers couldn't possibly pick the villain, or even comprehend how on earth the paralysed detective played by Denzel is piecing together the investigation. And you're supposed to just accept the fact that Angelina's character is 'promoted' from street cop to investigator, too... The title comes from the villain's peculiar fetish of keeping a souvenir from every murder. The film is stylishly shot, but frequently boring. The cunning camera angles, star performances and slight sexual chemistry between Denzel and Angelina is nowhere near enough to sustain interest in a film that falls a long way short of a great mystery. JH

Price: \$34.95 | Rating: M15+ | Release date: Out now | Extras: Trailer, commentary, music score, ehind-the-scenes feature, biographies. | Verdict: Rear Window wannabe. | 6/10



The Long Kiss Goodnight

Hollywood couple Geena Davis and director/husband Renny Harlin team up again in this over-the-top action flick. Davis plays a mild-mannered amnesiac school teacher who, after a traumatic accident, begins to remember her previous life as a cold-blooded assassin working for the US Government. Pulp Fiction hit man Samuel L Jackson plays a hired private investigator to help investigate her past and becomes her unlikely sidekick. Eventually everything comes together as her past invades her present and her enemies threaten her family. She must decide who she is and either let them die or save the day. What it lacks story-wise, it well and truly makes up for in pyrotechnics. Leave your thinking cap off, reach for the microwave popcorn, and enjoy it for what it is. MW

Price: \$34.95 | Rating: R | Release date: Out now | Extras: Full-screen and wide-screen, trailer, production notes, scene selection. | Verdict: Another action thriler loosely strung together with cheesy one liners. | 6/10



As highly revered as Jackie Chan is in PSM Towers, Who Am I is only worth watching for his trademark fight and stunt sequences. There's no doubt that Jackie is making a concerted effort to have the Western and English speaking world eating from the palm of his hand, but his acting performance in Who Am I is less than applaudable. Of course, mastering a second language is a difficult task, and Jackie's effort is admirable. Hell, it's even very cute, but Jackie obviously fumbles his way through too many scenes this time around. So, to the stunts. As with many of his films, the best comes to those who wait - the final fight scene is fantastic. Jackie's choreography gives the movie its edge, even if it isn't Jackie's best 'acting' effort... RY

Price: \$34.95 | Rating: PG | Release date: Out now | Extras: Movie trailer. |

Verdict: Like Stuntmaster. For fans only. | 6/10

# net sites

Every month Official PlayStation Magazine will bring you the finest sites on the Internet. We'll happily spend endless hours scouring the Web high and low for the best gaming sites for you, just to save you from racking up mammoth phone bills. Aren't we nice? Happy surfing!

# SENSIBLE SOCCER

http://www.1turner1.freeserve.co.uk/sensi/SSSpege.htr

Despite a disastrous PlayStation comeback, the original Amiga version of Sensible Soccer was a landmark title that evolved over the years into a definitive soccer game. This site is the pick of the bunch of the online tribute sites and includes news, downloads and an archive of records from recent games. But love it as we do, we all have to move on one day.



# EURO 2000

www.easportseuro2000.co

A small but slick site focussing on EA's Euro 2000 offers little more than a taster of the official game of the recent European Championships (and featuring insane Brit-hooliganism!), but serves to build the excitement for a summer of soccer off the field!



# BEASTIE BOYS ON YOUR MOBILE!

Fancy having some of the coolest-ever tunes pumping from your, err, mobile phone next time someone calls you? If your phone lets you compose your own little ditties, then pop over here to get the correct codes for songs like Weir by Killing Heidi, Scar Tissue by the Hot Chilli Peppers and even Out Of This World by The Cure! Funny stuff, but The Rolling Stones' Satisfaction isn't quite the same as a series of beeps...

# yourmobile

# OFFICIAL STAR TACK

www.startrek.co

This has to be one of the most visited sites on the Internet. Meet fellow Trekkies, learn all the intricacies of the Starship Enterprise and become part of one of the greatest phenomenons in the history of pop culture while you're at it! There's heaps of cool news and regular new information to keep you on top of all things Trekkie...

# A

# THAT'S SHATNER TO YOU

sinteractive.com/feareffect/

Learn more about one of the men that helped start it all. This site is for hard-core fans, but has enough humour for any surfer. For those not in the know, William Shatner played Captain James T. Kirk in the original Star Trek series. Chances are 99.9 per cent of you can't afford (or aren't obsessive enough!) to travel the world to the numerous Trekkie conventions around the world. A visit here will probably be the closest you'd want to get anyway...



# OFFICIAL FEAR EFFECT

uw.eidosinteractive.com/feareffect/

This official site has everything fans of the game want to know, as well as a story overview and screenshots for gamers interested in delving into this game. There are great downloads and wallpaper, and you can also learn about the backgrounds of the characters themselves. Get cracking! There are four discs to get through and the prequel, Retro Helix, is already on its way!



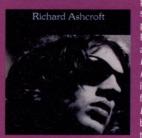
# WHAT'S A DJ IF HE SCRATCH?

Legendary international DJ Carl Cox is a big fan of PlayStation2. That's mighty cool as far as we're concerned! The big guy also likes kickin' it with the PSM team and we're sure not about to argue with that. To cap things off, he's even got himself an awesome Web site with the latest news and info at your fingertips, and there's plenty more to come, including downloadable toons! The site has wicked Wipeout stylings, too, which we duly approve!



# cd reviews

Alone With Everybody



Richard Ashcroft Ashcroft goes country then. The Verve a wonder how much of their music was Richard Ashcroft and how much was sparring partner Nick McCabe. This first solo outing sees Ashcroft hooking up with BJ Cole and his pedal steel sliding out a sound for the spring. Rumour has it that the songs on this album are ones that didn't make it onto Urban Hymns. It's possibly true. You On My Mind In My Sleep is a classic Ashcroft sentiment, trailing out in a swirl of strings, feedback and falsetto, whereas debut single, Song For The Lovers, is just a little too early Waterboys to be believed. In a nutshell? It's The Verve – and that ain't a bad thing... DM

Verdict: Country feedback. | 9/10

Lost Souls [Chrysalis/EMI]



Doves Manchester brothers Jez and Andy Williams, and their schoolmate Jimi Goodwin have been touted as the next big thing and have even been compared to other Brit-successes The Verve and New Order. Doves have been around for over seven years, and for a few years before that were known as Sub Sub. Lost Souls is their latest album and shows every bit of class the hype would have you believe. Musically there is nothing groundbreaking here, but the lyrics have a balanced structure with the band's inspiring and rhythmic sound. In particular, Sea Song and Catch The Sun are fantastic and display the musical coherence that only a group with many years' experience can. An excellent introduction to new listeners. RY

Verdict: Better late than never. | 8/10

The Platform



Dilated Peoples Dilated Peoples is another hip-hop band from LA who're strongly rooted in all things urban – graffiti, breakin', freestylin' and the perennial art of turntablin'. Babu is the man behind the 1200s and he really does have his craft down. Babu is also a member of the World Famous Beat Junkies and his skill pushes Dilated Peoples' sound to the limits. This isn't aggressive hip-hop by any stretch. Sure, Dilated Peoples have a couple of political views, but who doesn't these days? The relaxed stylings of this group offer a far better approach than some band busting your eardrums with their intense vocals. Overall, The Platform is letdown by some unmatched vocals, but it is ideal to kick back to on a lazy afternoon. RY

Verdict: DJ Babu highlights. | 7/10

Rocket Science Welcome Aboard The 3C10 [Modular]



This Australian four-piece's debut album has big sound. Rocket Science's line-up features members of some of Australia's indy-alter-rock's now defunct bands, including guitarist Roman Tucker (ex-Martians), Kit Warhurst (ex-Velvet Tongue), Dave Gray (ex-Freeloaders) and Paul Maybury (ex-Hogs). There are various musical influences showcased in this offering, including some loud yet funky bass lines, raucous garage, rockabilly and old-school '70s rock 'n' roll. Keyboards play a big part in their music making, but more interestingly, Rocket Science uses the fairly uncommon instrument theremin, which has an excellent effect (think The Beach Boys' Good Vibrations). Overall, it's great fun. RY

Verdict: Awkwardly smooth. | 7/10

# take up the challenge

Consider yourself an accomplished player? PSM dares you to put your skills to the test. The following challenges have been set by the gaming Gods in the PSM team to test your mettle.



# **NBA Live 2000**

Choose the one-on-one game, superstar difficulty setting, first player to 11, loser's outs, using Allen Iverson of the Philadelphia 76ers. It's a gold medal if you beat Michael Jordan of the '90s All-Stars, a silver for Hevin Garnett of the Minnesota Timberwolves, and a bronze for taking out Andrew Gaze from the Melbourne Tig... Err San Antonio Spurs. Swisshhl!



# Metal Gear Solid

A test of mental stamina and physical endurance rather than skill - real gaming freaks will love it... Try and get through this amazing espionage three times in one day. We don't want to over-exert you or get you in trouble at school or work, but this is a toughie! You'll have little time to change your own clothes, let alone Snake's!



# Destruction Derby Raw

In the Wreckin' Racin' mode, pop yourself in the Raven car, smash yourself up silly and get a total points score of at least 2,500. Oh, and don't forget to win the race.



# Colony Wars: Vengeance

By far the easiest way to get through most of this game's levels is to use your anti-shield lasers to take out any enemy shield, then finishing off the job when they're exposed. Next time you're ready to do some blasting in Vengeance, take the PSM challenge and just use the pink lasers to get through the first five stages. That's right, no missiles - nothing!



# Anna Kournikova's SCT

The Russian queen of tennis recently bombed big time at Wimbledon. Will she ever win a Grand Slam? We have our doubts, but her PlayStation form is certainly a big winner. Play an exhibition match as Anna against Michaels at Tokuo Park and tru and win a one-set match without conceding a single point. Treat unurself to stramberries and cream for every ace you hit!



# HIGH SCORE TABLE The Survival Horror Show



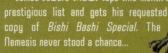
# ISS Pro Evolution

Quick goals are good goals. If you really want to rattle your opponent then you should try and give them a big blow early on and go for the knockout punch soon after. Next time you're playing a mate, try and score a goal under 1min:30sec. PSMs long-standing record is a super-quick 55 seconds. Any goal scored within the five-minute mark against the computer is also a darned good effort. Who knows, you might earn a wildcard entry into the PSM Office League...



# Survival horror freaks are out in force! Plenty of gamers have been giving *Nemesis* hell and

filling the big fella's belly with lead. Well done, everyone! James Jowers (NSW) tops this month's













# **AFL 99**

All Shane Crawford wannabes love EA's AFL 99. Could the Fremantle Dockers take the flag west this year? Ha! No way, but try and earn them some virtual respect by taking them to a historic premiership on this footy sim.



# challenge of the month colin mcrae rally 2.0



e from this month's reviewed titles.

ips for teking photographs: Using a fest film and turning off the flash to out down
en reflection, point the camera at the telly and snap away. The darker the room, the be
ips for taking videos: We only need you to record your score, so pop in a video fy
a spare channel on the video for your PlayStation) and press Record
iend this coupon and proof of your score to Take Up The Challenga, Official PlaySta
scrine, PO Box 4089, Sydney NSW 1028. Entries close September 28. Sorry, but
of return videos and photographs unless you include a self-addressed envelope with
acriate nustage paid.

Name: Age:		
Address:		
State:	Phone:	
Race Time:		
Choice of Prize:		
Evidence:		



# most wanted

Australia's most wanted. These are the games that Official PlayStation Magazine readers are most excited about. How about you? Write to the normal address and tell us what you're dying to play, and even what you're not!



# 1. Tony Hawk's Pro Skater 2

The Hawkman has added an old friend and new features to the fray. Watch out. Release date: September 23% of vote



#### 2. Driver 2

New cities, features and way more polys! Driver 2 aims to please...

Release date: November 20% of vote



#### 3. Spider-Man

This legendary arachnoid is heading for our consoles. Shouldn't disappoint! Release date: October 15% of vote

up 2



# 4. Dance Dance Revolution

Prepare your lounge rooms - this arcade phenomenon wants a piece of it! Release date: Summer 2000

12% of vote



# 5. Alone In The Dark 4

This sequel is the next horror survival to test your skill. And bladder.

Release date: November 8% of vote

new entry



# 6. Sydney 2000

Slip into your trainers in readiness to haul in the gold.

Release date: September 7% of vote

down 3



# 7. Time Crisis: Project Titan

Give that G-Con a polish. This highlyanticipated shooter is looking great. Release date: September

5% of vote



### 8. Rauman 2

Rayman's back, fighting fit and looking better than ever before! Release date: September

5% of vote



#### 9. Mat Hoffman's Pro BMX

Based on Tony Hawk's Skateboarding game engine, we're in for one helluva ride. Release date: November

3% of vote



# 10. Mike Tyson Boxing

The vegetarian of the year is edging closer to his virtual freedom.

Release date: Summer 2000 2% of vote

# 

At the time of going to press, this is the definitive list as to when you can purchase the latest PlauStation games. However, please bear in mind that making videogames is an extremely volatile process, and release dates are likely to fall down quicker than Anthony Mundine in his next boxing bout. Please phone your friendly neighbourhood games store to check the game is in stock before you smash open your piggy bank.

All Star Tennis 2000	Ubi Soft/Jack Of All Games	Tennis sim
Ballistic	THQ/Ozisoft	Puzzler
Danger Girl	THQ	Action-adventure
Front Mission 3	Square/Sony	Strategy
Grind Session	3DO/Sony	Skateboarding sim
Parasite Eve 2	Square/Sony	Action-adventure
Planet Of The Apes	Fox/EA	Action-adventure
Premier League Stars 2001	EA Sports	Soccer sim
Premier League Manager	EA Sports	Soccer management
Rayman 2	Ubi Soft/Jack Of All Games	Platformer
Suikoden 2	Konami/Ozisoft	Role-playing game
Sydney 2000	Eidos/Ozisoft	Sports sim
Теггасоп	Sony	Action-adventure
Vib Ribbon	Sony	Puzzler
World Touring Cars	Codemasters/Ozisoft	Racing
X-Men: Mutant Academy	Activision	Beat 'em up
September		
Alien Resurrection	Fox/EA	Action-adventure
Animorphs	Ozisoft	Action
Chase The Express	Sony	Action-adventure
Flintstones Bedrock Bowling		Bowling sim
Formula 1 2000	Sony	F1 sim
Infestation	Ubi Soft/Jack Of All Games	Action/strategy
Madden NFL 2001	EA Sports	NFL sim
Moto Racer World Tour	Sony	Racing
Mr Driller	Namco/Sony	Puzzler
Nascar 2001	EA Sports	Racing
NHL 2001	EA Sports	Ice hockey sim
Nightmare Creatures II	Konami/Ozisoft	Action-adventure
Spider-Man	Activision	Action
Star Trek Invasion	Activision	Space combat
Team Buddies	Psygnosis/Sony	Arcade battle 'em up
Tenchu 2	Activision	Fighting adventure
Tony Hawk's Pro Skater 2	Activision	Skateboarding sim
Wacky Races	Infogrames/Ozisoft	Racing
Future Releases		
007 Racing	EA	Racing adventure
102 Dalmations	Eidos/Ozisoft	Platform adventure
Adiboo	Sony	Kids
Aladdin In Nasira's Revenge	Sony	Action-adventure
Alone In The Dark 4	Infogrames/Ozisoft	Action-adventure
ATV Racing	Acclaim	Racing
Baldur's Gate	Interplay	Role-playing game
Batman	Ubi Soft/Jack Of All Games	Action-adventure
Billabong Pro Surfer	Mattel/Sony	Surfing sim
Black & White	Midas	God sim
	Activision	Action-adventure
	Fox/EA	Action-adventure
Bust A Groove 2	Enix/Sony	Dancing sim
	Activision	Action-adventure
	Sony Fide (Price)	Shoot 'em up
Chicken Run Commandos 2	Eidos/Ozisoft	Strategy
	Eidos/Ozisoft	Strategy
Cool Boarders 2001	Sony	Snowboarding sim
	Eurocom/Sony	Party game
Crash Bash		
Crash Bash Dance Dance Revolution	Konami/Ozisoft	Dancing sim
Crash Bash Dance Dance Revolution Dark Stone	Konami/Ozisoft Take 2/Jack Of All Games	Dancing sim Beat 'em up
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX	Konami/Ozisoft Take 2/Jack Of All Games Acclaim	Dancing sim Beat 'em up BMX sim
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC	Dancing sim Beat 'em up BMX sim Monster training
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcom/Ozisoft	Dancing sim Beat 'em up BMX sim Monster training Action-adventure
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2 Dinosaur	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcom/Ozisoft Ubi Soft/Jack Of All Games	Dancing sim Beat 'em up BMX sim Monster training Action-adventure Platformer
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2 Dinosaur Donald Duck	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcom/Ozisoft Ubi Soft/Jack Of All Games Ubi Soft/Jack Of All Games	Dancing sim Beat 'em up BMX sim Monster training Action-adventure Platformer Platformer
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2 Dinosaur Donald Duck Driver 2	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcom/Ozisoft Ubi Soft/Jack Of All Games Ubi Soft/Jack Of All Games Reflections/Ozisoft	Dancing sim Beat 'em up BMX sim Monster training Action-adventure Platformer Platformer Car adventure
Crash Bash Dance Dance Revolution Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2 Dinosaur Donald Duck Driver 2 Duke Nukem: LOTB	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcon/Ozisoft Ubi Soft/Jack Of All Games Ubi Soft/Jack Of All Games Reflections/Ozisoft Infogrames/Ozisoft	Dancing sim Beat 'em up BMX sim Monster training Action-adventure Platformer Platformer Car adventure Shoot 'em up
Crash Bash Dance Dance Revolution Dark Stone Dark Stone Dave Mirra Freestyle BMX Digimon World Dino Crisis 2 Dinosaur Donald Duck Driver 2 Duke Nukem: LOTB Earthworm Jim 3D	Konami/Ozisoft Take 2/Jack Of All Games Acclaim TBC Capcom/Ozisoft Ubi Soft/Jack Of All Games Ubi Soft/Jack Of All Games Reflections/Ozisoft	Dancing sim Beat 'em up BMX sim Monster training Action-adventure Platformer Platformer Car adventure

El Dorado	Ubi Soft/Jack Of All Games	Adventure
Eternal Eyes	Sunsoft	Role-playing game
Evil Dead	THQ	Scare 'em up
F1 Racing Championship	Ubi Soft/Jack Of All Games	F1 racing
Fear Effect: Retro Helix	Eidos/Ozisoft	Action-adventure
FIFA 2001	EA Sports	Soccer sim
Final Fantasy IX	Square/Sony	Role-playing game
GTA: Miami	Take 2/Jack Of All Games	Car adventure
HBO Boxing	Acclaim	Boxing sim
Inspector Gadget	Ubi Soft/Jack Of All Games	Platformer
Jerry Lopez Surf Riders	Ubi Soft/Jack Of All Games	Surfing sim
Jet Rider 3	Rage/Sony	Racing
Joe Blow	Take 2/Jack Of All Games	Platformer
Jungle Book	Ubi Soft	Platformer
Jungle Book Groove	Disney/Sony	Dancing sim
Karting World Championship	Midas/Metro	Kart racer
Kiss: Psycho Circus	Take 2/Jack Of All Games	Shoot 'em up
Knockout Kings 2001	EA Sports	Boxing sim
Legend Of Dragoon	Sony	Role-playing game
Liberogrande 2	Namco/Sony	Soccer sim
Lion King 2	Activision	Platformer
Looney Tunes Racing	Infogrames/Ozisoft	
		Kart racing
Martian Gothic: Unification	Take 2/Jack Of All Games	Shoot 'em up
Mat Hoffman's Pro BMX	Activision	BMX sim
Medal Of Honor: Underground		Shoot 'em up
Messiah	Interplay	Shoot 'em up
Mike Stewart Boarding	Midas	Bodyboarding sim
Mike Tyson Boxing	Codemasters/Ozisoft	Boxing sim
Mille Miglia	SCi/Ozisoft	Racing
Motorhead 2	Infogrames/Ozisoft	Futuristic racer
Ms Pac-Man Maze Madness	Namco/Sony	Platformer
MTV BMX Extreme	THQ	BMX sim
MTV Skateboarding	THQ	Skateboarding sim
Muppet Monster Adventure	Midway/Sony	Adventure
Pool Palace Academy	Ubi Soft/Jack Of All Games	Pool sim
Rayman Kids	Ubi Soft/Jack of All Games	Platformer
RC de GO	Acclaim	Action
Re-Volt 2	Acclaim	Racing
Rogue Spear	Saffire/Jack Of All Games	Soldier sim
Rollerball	MGM/EA	Futuristic sport sim
Saboteur	Eidos/Ozisoft	Adventure
Shane Warne Cricket 2000	Codemasters/Ozisoft	Cricket sim
Sheep	Empire/QV Software	Herd 'em up
Simpsons Bowling	EA	Bowling sim
Simpsons Wrestling	EA	Wrestling sim
Speedball 2100	Empire/QV Software	Future sport
Speed Freaks 2	Funcom/Sony	Kart racer
Spin Jam	Empire/QV Software	Puzzle
Spyro 3	Sony	Platformer
Star Wars Demolition	LucasArts/Metro Games	
Tanktics	Infogrames/Ozisoft	Racer
	the control of the co	Strategy
The Grinch	Konami/Ozisoft	Platformer
The Mummy	Konami/Ozisoft	Action-adventure
The World Is Not Enough	Fox/EA	Shoot 'em up
This Is Soccer 2	Sony	Soccer sim
Test Drive 6	Infogrames/Ozisoft	Racing
Tiger 2001	EA Sports	Golf sim
Time Crisis: Project Titan	Namco/Sony	Gun shoot 'em up
Titan AE	Fox/EA	Space combat
Toshinden 4	Studio 3/Sony	Beat 'em up
Unreal	Ozisoft	Shoot 'em up
Vanishing Point	Acclaim	Racing
VIP	Ubi Soft/Jack Of All Games	Action-adventure
Wild Wild West	Southpeak/Ozisoft	Action-adventure
World's Scariest Police Chases	Fox/EA	Driving
	Fox/EA Activision	Driving Action-adventure





# top 40 **games**

The movers and the shakers, the top dogs and the sad puppies, the high-rollers and the low-lifes... Here, in its entirety, is the PSM Top 40 – provided by Inform.

DOWN LOADING

Beefy gamers are out in force at the moment and they've taken WWF SmackDown straight to the top of the charts! No big suprises to speak of this month, but plenty of old favourites and popular sequels have landed in the coveted top 10!



Pos	Name	Developer	Distributor
1	WWF SmackDown	Yukes	Ozisoft
2	Gran Turismo 2	Polyphony Digital	Sony
3	Syphon Filter 2	989 Studios	Sony
4	Crash Bandicoot 3: Warped Platin	um Naughty Dog	Sony
5	MediEvil 2	Sony	Sony
6	Tony Hawk's Skateboarding	Neversoft	Activision
7	Muppet RaceMania	Traveller's Tales	Sony
8	Driver Platinum	Reflections	Ozisoft
9	Spyro The Dragon Platinum	Insomniac	Sony
10	Star Wars: Jedi Power Battles	LucasArts	LucasArts
11	Gran Turismo Platinum	Polyphony Digital	Sony
12	Crash Bandicoot 2 Platinum	Naughty Dog	Sony
13	Need For Speed IV: High Stakes	EA Sports	EA
14	Cricket 2000	EA Sports	EA
15	Army Men 3D	300	Sony
16	Tekken III Platinum	Namco	Sony
17	Army Men: Sarge's Heroes	3D0	Sony
18	Crash Bandicoot Platinum	Naughty Dog	Sony
19	Tomorrow Never Dies	Black Ops	EA
20	Metal Gear Solid Platinum	Konami	Ozisoft
21	Crash Team Racing	Naughty Dog	Sony
22	A Bug's Life Platinum	Disney	Sony
23	Ace Combat 3: Electrosphere	Namco	Sony
24	AFL 99	EA Sports	EA
25	Time Crisis Platinum	Namco	Sony
26	Pac-Man World	Namco	Sony
27	Ghoul Panic	Namco	Sony
28	Colin McRae Rally Platinum	Codemasters	Ozisoft
29	Resident Evil 3 Nemesis	Capcom	Ozisoft
30	Grand Theft Auto 2	DMA Design	JOAG
31	This Is Soccer	Sony	Sony
32	Medal Of Honor	Dreamworks	EA
33	Thrasher: Skate And Destroy	Rockstar	JOAG
34	40 Winks	Eurocom	Ozisoft
35	Silent Hill	Konami	Ozisoft
36	Syphon Filter	989 Studios	Sony
37	Spyro 2: Gateway To Glimmer	Insomniac	Sony
38	Tenchu: Stealth Assassins	Sony Music Entertainment	Activision
39	Barbie Race And Ride	Mattel	Sony
40	Final Fantasy VIII	Squaresoft	Sony
	1 2 3 4 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39	1 WWF SmackDown 2 Gran Turismo 2 3 Syphon Filter 2 4 Crash Bandicoot 3: Warped Platini 5 MediEvil 2 6 Tony Hawk's Skateboarding 7 Muppet RaceMania 8 Driver Platinum 9 Spyro The Dragon Platinum 10 Star Wars: Jedi Power Battles 11 Gran Turismo Platinum 12 Crash Bandicoot 2 Platinum 13 Need For Speed IV: High Stakes 14 Cricket 2000 15 Army Men 3D 16 Tekken III Platinum 17 Army Men: Sarge's Heroes 18 Crash Bandicoot Platinum 19 Tomorrow Never Dies 20 Metal Gear Solid Platinum 21 Crash Team Racing 22 A Bug's Life Platinum 23 Ace Combat 3: Electrosphere 24 AFL 99 25 Time Crisis Platinum 26 Pac-Man World 27 Ghoul Panic 28 Colin McRae Rally Platinum 29 Resident Evil 3 Nemesis 30 Grand Theft Auto 2 31 This Is Soccer 32 Medal Of Honor 33 Thrasher: Skate And Destroy 34 40 Winks 35 Silent Hill 36 Syphon Filter 37 Spyro 2: Gateway To Glimmer 38 Tenchu: Stealth Assassins 39 Barbie Race And Ride	1 WWF SmackDown Yukes 2 Gran Turismo 2 Polyphony Digital 3 Syphon Filter 2 989 Studios 4 Crash Bandicoot 3: Warped Platinum Naughty Dog 5 MediEvil 2 Sony 6 Tony Hawk's Skateboarding Neversoft 7 Muppet RaceMania Traveller's Tales 8 Driver Platinum Reflections 9 Spyro The Dragon Platinum Insomniac 10 Star Wars: Jedi Power Battles LucasArts 11 Gran Turismo Platinum Polyphony Digital 12 Crash Bandicoot 2 Platinum Naughty Dog 13 Need For Speed IV: High Stakes EA Sports 14 Cricket 2000 EA Sports 15 Army Men 3D 3D0 16 Tekken III Platinum Naughty Dog 18 Crash Bandicoot Platinum Naughty Dog 19 Tomorrow Never Dies Black Ops 20 Metal Gear Solid Platinum Naughty Dog 21 A Bug's Life Platinum Naughty Dog 22 A Bug's Life Platinum Naughty Dog 23 Ace Combat 3: Electrosphere Namco 24 AFL 99 EA Sports 25 Time Crisis Platinum Namco 26 Pac-Man World Namco 27 Ghoul Panic Namco 28 Colin McRae Rally Platinum Codemasters 29 Resident Evil 3 Nemesis Capcom 30 Grand Theft Auto 2 DMA Design 31 This Is Soccer Sony 32 Medal Of Honor Dreamworks 33 Thrasher: Skate And Destroy Rockstar 44 O Winks Eurocom 35 Silent Hill Konami 36 Syphon Filter 989 Studios 37 Spyro 2: Gateway To Glimmer Insomniac 38 Tenchu: Stealth Assassins Sony Music Entertainment 39 Barbie Race And Ride Mattel

The *PSM* Top 40 provided by Inform

# VOX POP

Enough of our yakking, you want to know what PlayStation fans have actually spent their hard earned dollars on this month. We took a peek in the bags of this unsuspecting lot to find out.







Occupation: Student Bought: *F1 2000* 

# And why..

"I love the whole F1 series and I want to take the legendary Ferrari team to a big





Bought: Tambi 2





# And why...

"My family and I have been hiring this game pretty much since it got released, so now we're getting a copy."





only competitive, it's also hilariously wack

ters make it the best game of the series. You'll be playing it for

More than a dinky

# recommended **games**





world full of fantasy

12345678910 12345678910 12345678910 12345678910





time playing this kickabout. And we mean A LOT. After giving our copy a solid daily workout over the past few months, Evolution Variety like no other

104 officialplaystationmagazine



September 15, 2000 marks the kick-off of the 2000 Olympic Games and Redfest, Coca-Cola Redfest is a festival which will bring together 90,000 people across Australia to celebrate the start of the Olympic Games with live entertainment, hot Aussie bands, DJs, sneak previews of PlayStation2, sporting celebrities and more!



MUSIC AUSTRALIA





playstation .



In celebration of the event, Universal Music and Coca-Cola have released Redfest the album. Available in all good music retailers from August 14, the album features music from hot Aussie acts including Grinspoon, Alex Lloud, Skunkhour, Groove Terminator, Screaming Jets, Madison Avenue, Sonic Animation, Leonardo's Bride and Bodyjar (to name a few).

A BMX BIKE

Name;
Address:
Town/City:
Postcode:

# HOW TO ENTER

Simply collect two Redfest tokens. You'll find one on this page, and you can get the other on an entry form when you purchase the Redfest album from any Target store. Tell us in 20 words or less why you should win the Dave Mirra 540 Air Freestyle BMX on this page and send it in with both tokens to:

Official PlayStation Magazine/Redfest Competition, GPO Box 4089, Sydney NSW 1028, Australia

# PRIZES

One lucky winner will receive a Dave Mirra 540 Air Freestyle BMX, helmet and T-shirt, plus their choice of 10 Universal albums.

Fifty runners-up will receive their choice of the latest Blink 182 (Enema of the State), No Doubt (Return Of Saturn) or Bon Jovi (Crush) albums.

# CONDITIONS OF ENTRY

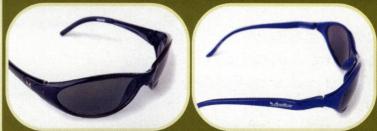
1. Instructions on "How To Enter" form part of these Conditions of Entry. The competition is open to all Australian residents between 16/08/00 and last mail 20/09/00. Employees and their immediate families of the promoter and its agencies associated with the promotion are not eligible to enter.

2. To enter, collect the PlayStation/Redfest token on this page and

RACING TEAM

- ing pau seaf valued @ \$749; helmet valued @ \$70; t-shirt alued @ \$70; and the winners choice of 10 Universal Music C alued @ \$29.95 each. Fifty runners-up will receive their choic ither a Blink 182 (Enema Of The State), No Doubt (Return Of aturn) or Bon Jovi (Crush) album valued @ \$29.95 each. Tota rize package valued on 20/07/00 is \$2,686. . The promoter is ACP Publishing, 54-58 Park Street Sydney A.C.N. 053 273 546).





# WIN BADBOY SUNGLASSES!

anna look cool this summer? Then BadBoy Sunglasses are the brand for you. These great sunnies look sleek and cool and give 100% protection from UV light, and make you look the part when playing Driver or Grand Theft Auto. They're available at all decent surf shops for a very reasonable \$29.95 (including GST). But don't spend your hard-earned cash when we can send you a pair free of charge. We've got 133 pairs to give away, and all you have to do is provide a caption for the picture on the left. We need a 20-word caption for our main art man Anthony, and the best 133 (let's face it, they're going to have to be pretty bad for you not to win a pair) will be sent a pair of sunnies in the post. Send your entries written on the back of a postcard or sealed envelope to Sunnies, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. Remember to include your name and address!

Conditions of Entry

1. Instructions on How to Enter form part of these Conditions of Entry. Entry is open to residents of Australia and NZ other than employees of ACP Publishing Pty Ltd and their associated agencies and families. 2. Competition opens August 16, 2000 and closes last mail September 26, 2000. Enter by sending answers on the back of a postcard or sealed envelope. The competition will be judged at 54 Park Street, Sydney, NSW, Australia, on September 27, 2000 by a representative of Official PlayStation Magazine at 11am. All entries are to be sent to Sunnies, Official PlayStation Magazine, GPO Box 4089, Sydney NSW 1028, Australia. 3, All entries become the property of ACP Publishing Pty Ltd, the promoter, 54 Park Street, Sydney. All entries will be entered into a database and the promoter may use the entrants' names and addresses for future marketing purposes unless otherwise advised by the entrant. As per the provisions of the New Zealand Privacy Act, all personal details of New Zealand entrants will be stored at the office of the promoter. A request to access, update and correct any information should be directed to that office. 4. The judge's decision in relation to any aspect of the condition will be final and binding on every person who enters. No correspondence will be entered into. Chance plays no part in determining the winner. No responsibility is accepted for late, lost or misdirected mail. 5. Total prize value is over \$4000 (133 pairs @ \$52.95 each). Prizes are not transferable or redeemable for cash. Any change in the value of the prize occurring between publishing date and date the prize is claimed is not the responsibility of the promoter. 6. Winners will receive one of the following styles — Snug 3396, Terminator II \$539, or Squeeze. 7. Prize winners will be notified by telephone or security post and published in the November issue of Official PlayStation Magazine on sale October 25, 2000.



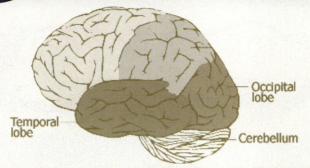












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graymatter graymatter<sup>graymatter</sup>

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Let our mighty brain take the strain out of any purchases for that little grey box. Neural networks have been searched and brain cells destroyed simply to bring you this hot 50.









Title	Style	Price	lcon Description	Se
Ape Escape	3D platformer	\$69.95	The monkeys will drive you bananas	in 9
		NZ\$79.95	this challenging platformer.	
Beatmania	Disc-jockey	\$129.95	One of the funkiest PlayStation game	s and 7
	sim	NZ\$149.95	hilarious with your mates.	
Bishi Bashi Special	Party game	\$89.95	Fantastic fun. Over-the-top, Japanese	8
		NZ\$109.95	mayhem at its finest.	
Colin	Rally sim	\$89.95	Rallying reaches new heights of realist	sm – 9
McRae Rally 2.0		NZ\$119.95	fast, scary and varied.	
Cool Boarders 4	Snowboarding	\$89.95	The fourth (and best) instalment of the	ne 8
	sim	NZ\$99.95	Cool Boarders series.	
Crash Bandicoot	Platformer	\$39.95	Loads of variety and brilliant fun for f	ans 9
3: Warped		NZ\$39.95	of the bushy-browed marsupial.	
Crash Team Racing	Kart racer	\$79.95	Fantastic party game that stars the	9
		NZ\$79.95	world's favourite bandicoot.	
Destruction	Smash 'em up	\$69.95	Tons of variety and a superb four-pla	yer mode – 8
Derby Raw	derby	NZ\$79.95	crashing a car has never been more	
Discworld Noir	Point 'n' click	\$79.95	The most atmospheric and visually	8
	adventure	NZ\$99.95	stunning adventure of its type.	
Euro 2000	Soccer sim	\$79.95	Plays smooth, looks good and has a	brand 8
		NZ\$79.95	new license to boot.	orana o
Everybody's Golf 2	Arcade golf	\$49.95	One of the best sports games you	9
everyoddy 5 don E	Arcade Bon	NZ\$69.95	can buy.	
Fear Effect	Action	\$89.95		ure 8
i cai Liicci	adventure	NZ\$99.95		ne o
Final Fantasy VIII		\$89.95	with cinematic presentation.  A role-playing masterpiece and one of	£45 10
inari amasy viii	Role-playing	NZ\$99.95	The state of the s	of the 10
Formula 1 '99	game		most mesmerising games ever.  2 A comprehensive F1 game with superior to the s	
FORTIUIA 1 99	Motor	\$79.95		rb 8
Gran Turismo 2	racing sim	NZ\$99.95	handling and visuals.	
Start Turismo 2	Sports car	\$79.95	The very best just got better. More ca	rs, tracks 10
Grand Theft	racing Criminal action	NZ\$89.95	and rally racing.	
	Criminal action	\$89.95	Controversial and addictive, GTA2 will	have you 9
Auto 2 Hogs Of War	adventure Pig warfare	NZ\$119.95 \$69.95	in a virtual underworld of crime.  4 Surprisingly tactical roaster, with strate	
nugs UI Wai	Fig warrare	NZ\$99.95		
In Cold Blood	Action		character progression – top multiplay	
II Cola Bioda	Action	\$69.95 NZ\$00.05	Pcssibly this year's most challenging	
ICC Day Fundading	adventure	NZ\$99.95	refreshing new take on the stealth 'en	
SS Pro Evolution	Soccer sim	\$79.95	The Konami team have outdone then	
		NZ\$109.95	once more with the best soccer game	
ledi Power Battles	Fighting	\$89.95	Slick, entertaining and eminently play	/able 8
	adventure	NZ\$99.95	challenge in the Star Wars universe.	
MediEvil 2	Arcade	\$49.95	Fun and very playable adventure rom	np. 9
	adventure	NZ\$69.95		
Metal Gear Solid	Sneak 'em up	\$49.95	Simply the best game ever made, not	w on 10
	adventure	NZ\$69.95	Platinum.	
<i>Micro</i>	Wacky racer	\$79.95	There's no finer eight-player racing g	ame on 9
Maniacs		NZ\$119.95	PlayStation.	
Muppet RaceMania	Kart racer	\$49.95	Superb kart racing with all your favour	rite furry 9
		NZ\$69.95	Muppets.	
Music 2000	Music creation	\$79.95	An improved interface with more option	ons, 9
		NZ\$119.95	this is better than its great predecessor	or.



Lammy

Vagrant Story

Vib Ribbon

Wipeout 3

WWF SmackDown

game

Action RPG

Muscial party

Wrestling sim

Futuristic racer \$79.95

NZ\$69.95

NZ\$99.95

NZ\$39.95

NZ\$89.95

NZ\$99.95

\$89.95

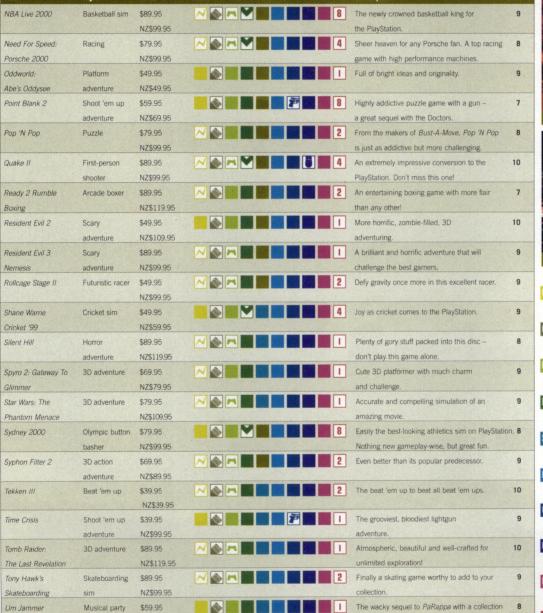
\$79.95

\$39.95









of guitar-based tunes.

pumping soundtrack

An addictive RPG that borrows from action

In the same vein as Jammer Lammy, you get to bop along to music and use your own music CDs!

The thinking man's clinch 'em up, SmackDown

games set in an original fantasy world.

A great looking racer with an excellent,

is a solid, no-nonense slap and grapple





WWF SMACKDOWN	
DUAL SHOCK	~
MEMORY CARD	
ANALOG	
DURL SHOCK	
STEERING WHEEL	
LINH CABLE	
GUN	F
MOUSE	8
NEG CON	III
NO. OF PLAYERS	1



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Step 1: Pop up the lid and place PSM's disc into your lucky PlayStation.



Step 2: Then it really is as straightforward as pressing Power on your machine. Go on, risk it.



Step 3: Cue Sony, PlayStation and then Powerline logos. Finally the game name flashes on a funky background. Like this.



Step 4: Scroll left and right with the D-Pad to select other demos and then press Start to play.



Any problems, just pop your disc in an envelope to the address above and we'll send you a replacement.













Publisher: Activision

Style: Beat 'em up Program: Playable demo

Loosely based on The Phantom Menace movie, Jedi Power Battles puts you in the impractical clothing of one of five members of the ledi council to do battle in various locations from Episode 1. Our demo puts you in the Trade Federation Battleship. What was supposed to be the site of peace talks between the Neimodians and the Jedi has turned into a fight club. You'll need to lightsabre your way through the Federation droid control ship, defeating rifle, security, commander and pilot droids.

# Controls

Heavy attack Slash (horizontal attack) Jump (press twice for Jedi double jump) Hack (vertical attack) Movement ш Block L2 Force toggle RI Enemy lock on (targeting based on closest enemy) R2 Start Bring up pause menu

Move between Force and health display types Short range Force attack Use special item (short range)

Short range defensive Force power

Long-range Force attack

# **Additional Features**

In the full game you get to play as either Obi-Wan, Qui-Gon, Mace Windu, Adi Gallia or Plo Koon.

# **Further Information**

Use the Force to guide you to PSM 34's review (page 64).



# COLIN MCRAE RALLY 2.0

Having ditched the Subaru in favour of Ford's new Focus, Messrs McRae and Grist have been racing to rally success. With its pioneering features pushing our beloved grey box to its limits, Colin McRae 2.0 is one of the PlayStation's greatest racers. Our demo puts you in the driving seat alongside Nicky. You'll be able to race one of three stages selected at random - Finland, France or Sweden. So buckle up and prepare for one hell of a ride.

#### Controls

Accelerate

. Handbrake

Change camera Brake

R1 Look behind

Steer Start Pause

# **Additional Features**

After months of tweaking, tuning and slippage, Colin McRae 2.0 has more treats on offer than Belgium has chocolates.

# **Purther Information**

Tinker under the Focus' bonnet in PSM

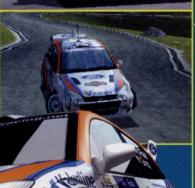


# Publisher: Codemasters

Style: Rally sim Program: Playable demo







# **N-GEN RACING**

Publisher: Infogrames Style: Puturistic racer Program: Playable demo

This futuristic cross between Ace Combat and Wipeout is the first game of its kind on PlayStation. It's neither a flight sim nor a normal racer, but a hybrid of the two. In our demo you've got five minutes to take to the skies in one of three N-Gen jets.



#### Controls

L1/R1 Fast roll (left and

L2/R2 Rudder control (left and right)

Cycle weapon (fighter class and above)

Fire weapon (fighter class and above) Thrust

Activate afterburner Cycle between views Enter in-game menu



# Additional Features

In the full game, you can buy planes, do them up and enter 'em for high stakes races to win yourself some filthy money. If you win a few races in your trusty, but tired, Hawk trainer, you'll soon find you have enough cash to trade it in for a far cooler Mirage.

# **Further Information**

Turn your ship to reverse thrust and warp back to PSM 35 (page 62) for a full review.

# DESTRUCTION DERBY RAW

Those chaps at Studio 33 have decided that it's time we all enjoyed a bit of rough and tumble. Destruction Derby is the PlayStation's original smash 'em up and now, having sold by the bucketload, it's making a welcome comeback. The aim is to trash everything, including your own car. Where Gran Turismo was breathtaking, Destruction Derby Raw is lung crushing. Check out our review in PSM 36 (page 68).



# RONALDO V-FOOTBALL

Publisher: Infogrames Style: Soccer sim

Program: Video

Bringing a Brazilian party feel to this month's disc is the man himself, Mr Ronaldo Luiz Nazario de Lima (or Ron, if you prefer). As you'd expect, this game brings a distinctly South American vibe to the soccer sim party. The crowds chant in a samba style, throwing flares on to the pitch and jumping about in beach party mood. The beautifully modelled players seem to have a little tango in their touch, even the English ones. PSM playtested Ronaldo V-Football in PSM 26 (page 80).







# DOWN LOADING

Complete disc guide

Publisher: Infogrames

Style: Pig warfare



# STREET FIGHTER EX2 PLUS

Publisher: Virgin Style: Beat 'em up

Program: Playable demo

Lithe little Ryu slips into his PJs and squares up to burly bald bruiser, Sagat. Capcom's latest instalment of the epic Street Fighter series is here, and you can check out how the pair fare in this bare knuckle fighting competition. Our money is on the little 'un. Next up, Street Fighter EX3 on PlayStation2...

# Controls

Jump Duck Low kick High kick Block Uppercut

# **Additional Peatures**

The full game features all the moves and all the heroes from the Street Fighter series (more than 20 of 'em). Look out for the usual host of special moves launched at lightning speed on your opponent. Hadoohh-ken! Yes.

#### **Further Information**

Check out the full review in PSM 36 (page 78).





# Publisher: Sony Style: Stealth adventure

Program: Video

Here's your chance for another look at what is set to be one of this year's most innovative games. It's a title hoping to test your intellect, agility and stealth, all at the click of a button. With Hollywood screen-

writers on hand to assist with the storyline, a BAFTAnominated film score writer, and the people behind the creatures from The Empire Strikes Back as well, this should be a great game. It's a world of secrets and lies - can you see the truth? Find out more from our review in PSM 26 (page 66).



IN COLD BLOOD



# Publisher: Take 2 Style: Action/ercade

Program: Video

With its coin-op roots, MoHo is another title in a long line of arcade conversions set to hit the PlayStation. So what is it that makes this game that little bit different from all the rest? Well, there aren't any others - it's in a class of its own. Incorporating elements of racing, platform, fighting and even skateboarding games, it's a real chocolate box of a title. You

play a jailbird robot, but rather than try the old file-in-a-cake trick, your path to freedom puts you at the centre of a surreal and violent gladiator-style contest.

# HOGS OF WAR

Program: Playable demo Who'd have thought pigs at war could be so much fun? Here's your chance to join in with the battle of the bacon. There are two levels, one single-player game – based on the first level of the actual game – and a two-player level.

Controls  $\leftarrow \downarrow \uparrow \rightarrow$ Move hog Jump Enter vehicle/ A

You'll be either the British or Russian army, Of pigs.

artillery/building ш Control camera Start Pause

Open weapon select menu

Choose weapon Choose weapon/close ×

menu ш Aim sight-based weapons

\* Fire weapon De-select current weapon

R1 Shift trajectory up R2 Shift trajectory down Hold to increase range

and power for weapons

Can be pressed again to detonate certain weapons

# **Additional Peatures**

The full game features all-out

war, with bigger and more deadly weapons.

#### **Further** Information

Stick your snout in PSM 36's review (page 72).





# Publisher: Sony Style: Platform game Program: Video

# TOMBI 2

The more mature PlayStation gamers among you may remember the rather bizarre look of Sony's Tombi. Caught in a combination of both 2D and 3D environments, you find yourself constantly discovering hidden areas and puzzles. While Tombi may not be the best-looking lad in the village, in some circles he's considered quite a catch... We gave Tombi 2 a playtest in PSM 35 (page 68).



# 

# **How To Use Our Download Cheats**

Stick a Memory Card in your PlayStation and pop in the demo. Select Download from the main menu using **x** and scroll through the saves using ↑ and ↓. Select the save you want by pressing \* and it will be stored on your

Memory Card. Now use these cheats on the full copies of your games.

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# **FEAR EFFECT**

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MOHO

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PLUS! EXCLUSIVE PLAYABLE DEMO OF THIS MUDDY BRILLIANT RACER

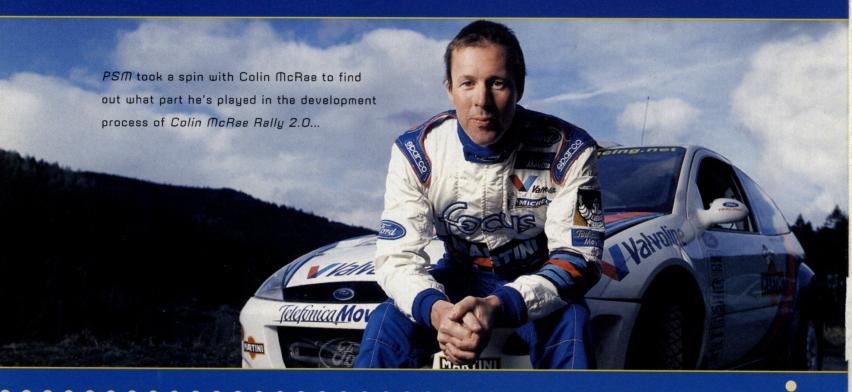
# On the disc

- TOCA World Touring Cars
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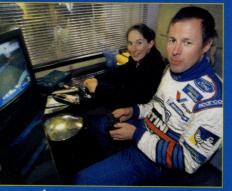


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# Official PlayStation Magazine: How involved have you and Nicky Grist been in Colin McRae Rally 2.0?

Colin McRae: The first thing we were involved in was to get the Focus right - the car, the steering, the whole thing. Generally we wanted to get it as close as possible to the real thing, but we're basically just improving on what we did in the first one. Nicky provided a lot more input into the case notes, certain stages contain quite a lot of detail, getting the road character right - he's

# PSM: Are you happier with this game than the first? Can you see the improvements that have been made by the developers?

CM: Definitely. I've played the game a fair bit now, and you can see where our input has made a difference. You can definitely see the improvements. All of the stuff Nicky's worked on has turned out. quite well, too. It's quite a complex system of pace notes, very similar to what we use. It's obviously not quite as detailed - if it was you would never be able to follow it. Then you've got the arcade section, which is a little bit different. There's a lot in there.

# PSM: When you're playing the game and you can hear Nicky's voice. does it take you back to being in a car? Are you conscious of what he's saying when you play the game?

CM: It's quite similar, yeah. Obviously, there are certain stages that I know and I don't listen because I've memorised them. But with the new stages that I've not played as much, I do have to listen to him.

# CM: No, it's very difficult. It's not like a race circuit game, where you PSM: Do you think the game has been good for the sport?

can program it to the exact gradients from all the corners. You can't do that with rallying, because with rally roads the tracks change from year to year – there's so much traffic on them, there's all the vegetation in the forest, and it falls all over the roads. So from that point of view it doesn't make much difference. The thing only be good for the future of the sport.





that it will help with is the general layout of an event. The pace notes and the set-up of the car are variable

# PSM: Do you have any favourite stages, in the game or real life?

CM: Sweden is one of my favourite races - on the snow you get more of a floating sensation. You don't ever have 100 per cent traction between the tyre and the road at any one time, but then you never really lose it 100 per cent either. It just means you're making your own manoeuvres in advance of the corner a lot. The handling in the game recreates this well. It's something that I'd like to do more of, perhaps in my retirement, along with spending more time on bikes.

# PSM: Bikes are a big passion of yours. Why do you think you ended up racing a car rather than a hike?

CM: I think it's really because it's quite dangerous and I didn't get an awful lot of support from my mother. Erm, my father never gave me any support because he was frightened of my mother..

# PSM: How does it feel to have your own game, knowing so many

CM: It's quite a separate thing. You're not directly related to it, it's PSM: Do you think the game would ever help drivers or co-drivers ont like I see people playing the game, but a lot of kids recognise

CM: I think it appeals to a younger generation, who perhaps wouldn't otherwise know much about the rallying circuit. Obviously the game's got them interested and hopefully they will follow it up by watching the coverage on television, or reading the mags. That can



IN THE MORNING"-SARGE



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The boys from ones, and

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